Conquest

Stike at Karkand (Conquest)

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

(click here for interactive map)

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping. It is vital for both sides to secure firebases in Karkand's sheltered city center.

Conquest Assault (3 Flags)

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

This is the smallest variant of Strike at Karkand's Conquest Assault mode, consisting of only three flags. With no base of their own, the RU team must maintain at least one flag throughout the duration of the match to secure a spawn point.

At the start of the match, most of the action occurs around the Hotel (A) on the north side of the map. But the defenders must also prepare for breakout attacks by US forces as they try to secure the Square (B) and Market (C).

C: Market

Control Point Assets

US Control	RU Control	Respawn Time
N/A		40 sec.

The Market (C) is of great value to the RU team as it produces their only vehicle, a T-90A tank. So of all the flags, the Market (C) is the most important one to hold for the RU team.

When playing as the US, establishing a foothold at the Hotel (A) is crucial, but don't get bogged down there. If taking the Hotel (A) is difficult, bypass it and try to secure the Square (B) or Market (C).

An early capture of the Market (C) denies the RU team their only vehicle, giving the US team a significant advantage.

Even if the Market (C) stays under RU control, the US team has a vehicle advantage, so don't forget to spawn back at the gas station to the north to bring the LAV-25 and M1 Abrams into the city, where they can make a big impact on the battle.

Regardless of which team you're playing on, try to hold at least two flags to drain the opposing team's ticket count. This requires a defensive mindset, so never completely abandon a flag that your team controls.

CONQUEST ASSAULT (5 FLAGS)

This variation of Strike at Karkand features five flags, all located within the city's center. At the start of the battle, the RU team occupies all flags on the map.

(click here for interactive map)

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

But the defenders should focus the bulk of their resources on denying the US team access to the city by locking down the Hotel (A) and surrounding roads.

The longer the RU team can prevent the US from capturing a flag, the better the chance they have for holding out for a victory.

While establishing a foothold within the city is important for the US team, the Hotel (A) isn't the only flag up for grabs.

C: Fountain

Base Assets

US Control	RU Control
 Growler ITV (1)	

So if facing resistance on the north side of the city, look for opportunities to sneak through the frontline positions and capture a flag to the south like the Fountain (C), Market (D), or Compound (E).

While vehicles are valuable in this fight, they're also prone to rocket and mine attacks by enemy engineers. Squads have a much easier time sneaking through the alleyways and buildings.

Whether playing as the US or RU team, strive to capture and hold at least three of the five flags to begin bleeding the opposing team's ticket count.

E: Compound

Base Assets

US Control	RU Control	Respawn Time
N/A		40 sec.

But it's the US team who has the most difficult task: They must wrestle at least three flags away from the RU team as quickly as possible to neutralize the drain on their team's tickets.

For Battlefield 2 veterans, the configuration of this classic map should look very familiar. Like the smaller Conquest variants, the RU team begins with control of all the flags while the US team attacks from the north, seeking to gain a foothold within the city.

(click here for interactive map)

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

With seven flags up for grabs, the magic number is four: Both teams should strive to hold at least four flags to drain the opposing team's tickets.

B: Square

Base Assets

US Control	RU Control
 Growler ITV (1)	

For the US team, it makes the most sense to hold the four eastern control points, thereby containing the RU team on the west side of the map.

Market

Base Assets

US Control	RU Control	Respawn Time
		30 sec.

However, if opportunity and manpower allows, capturing all the flags will give the RU team nowhere to spawn, leading to a swift US victory.

Suburb

Base Assets

US Control	RU Control
 Growler ITV (1)	

For the RU team, the goal is to still deny the US access into the city by forming a strong line of defense at the Hotel (A). However, breakthrough attacks are likely and can be disastrous if nobody is left behind to guard the other flags.

Train

Base Assets

US Control	RU Control
 Growler ITV (1)	

Pay particular attention to the Gatehouse (G) control point. If the US team captures this flag, they'll have a major advantage, gaining an extra tank and IFV.

Warehouse

Base Assets

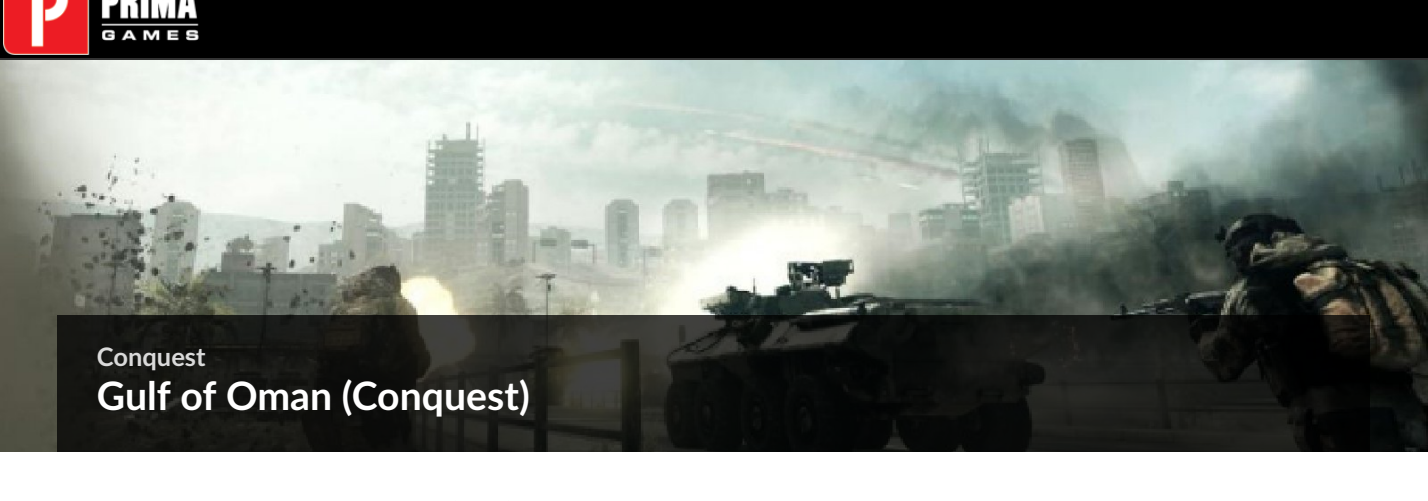
US Control	RU Control
 Growler ITV (1)	

Failing to defend the Gatehouse (G) and other control points at the outset can lead to quick collapse of the RU team's holdings.

Gatehouse

Base Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 LAV-25 (1)	 BTR
 M1 Abrams (1)	 T90-A
	 9M133 Kornet Launcher (1)



Conquest

Gulf of Oman (Conquest)

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

Click here for an interactive map

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed.

The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields. Both sides have been using the morning to prepare for the final assault.

Conquest Assault (3 Flags)

With only three flags up for grabs, the intensity of this battle rarely subsides, regardless of where you are.

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		2	20 sec.
M1 Abrams		1	60 sec.

The RU team begins the match with control of all three flags, draining the US team's ticket count. So the US must act quickly and wrestle at least two flags away from the RU team.

While the RU team should expect a heated fight at the Veteran's Retreat (A) control point, consider staging quick attacks on the City (B) and Construction Site (C) control points at the start of the match using the speedy DPVs provided at the US deployment area.

C: Construction Site

Control Point Assets

US Control	RU Control
 DPV (1)	 DPV (1)

This is a great way to catch the defenders off guard, forcing them to go on the offensive. When playing as the RU defenders, never take a flag for granted.

Post at least one squad at each control point. The longer the RU team can maintain control of at least two flags, the more likely they are to hold out for a win.

But the US team can bring the match to a quick end by securing all three flags and denying the RU team a spawn point.

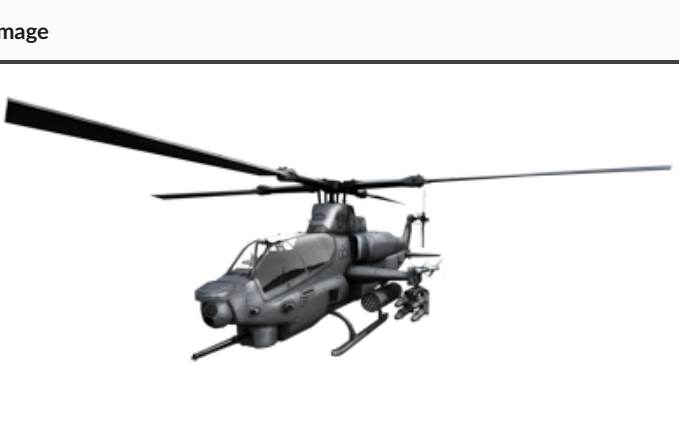
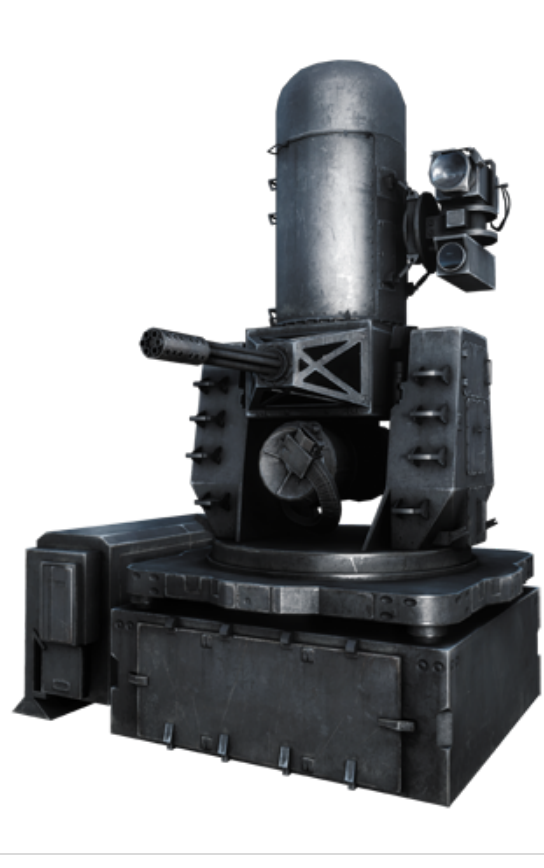
Conquest (24 Flags)

At the start of this battle both sides hold two flags, with the US occupying the coastal area to the south while the RU team occupies the city to the north.

Click here for an interactive map

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	30 sec.
F-35B Joint Strike Fighter		2	40 sec.
RHIB		2	5 sec.
Centurion		1	N/A

To initiate a drain on the opposing team's ticket count, both teams must try to hold at least three flags.

RU Deployment

Base Assets

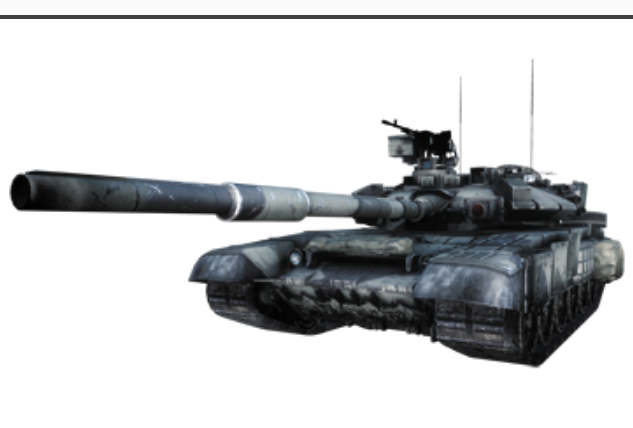
Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	5 sec.
BTR-90		1	30 sec.
T-90A		1	30 sec.
Mi-28 Havoc		1	40 sec.
SU-35BM Flanker-E		2	40 sec.
Pantsir S-1		1	N/A

In addition to defending the Olive Fort (A) and Veteran's Retreat (B), the US should try to take the Construction Site (D) to gain access to an LAV-25.

If manpower allows, it's possible to take and hold all the flags, forcing the opposing team to spawn from their base. This strategy is very effective when playing as the RU team.

A: Olive Fort

Control Point Assets

US Control	RU Control
	

By capturing all the flags, the RU team forces the US team to spawn on the aircraft carrier, which makes it much tougher for them to establish a beachhead.

B: Veteran's Retreat

Control Point Assets

US Control	RU Control

At that point they can simply defend the coast and shoot down the incoming aircraft while peppering the approaching RHIBs with machine gun and cannon fire.

C: City

Control Point Assets

US Control	RU Control

To avoid such domination, the US must actively defend the Olive Fort (A) and Veteran's Retreat (B) control points from the very beginning.

D: Construction Site

Control Point Assets

US Control	RU Control

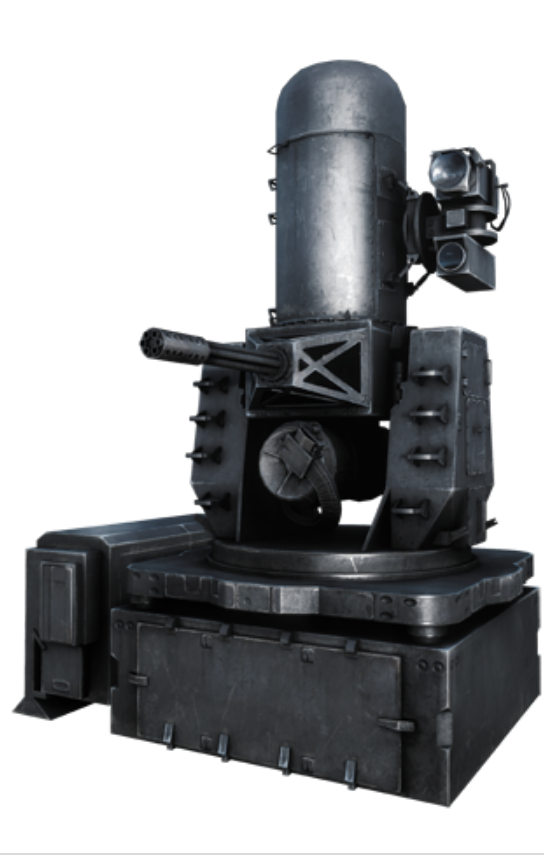
Conquest 64

In this epic battle, the US occupies the four southern control points near the coast while the RU team holds the three flags within the city to the north.

Click here for an interactive map

US Deployment

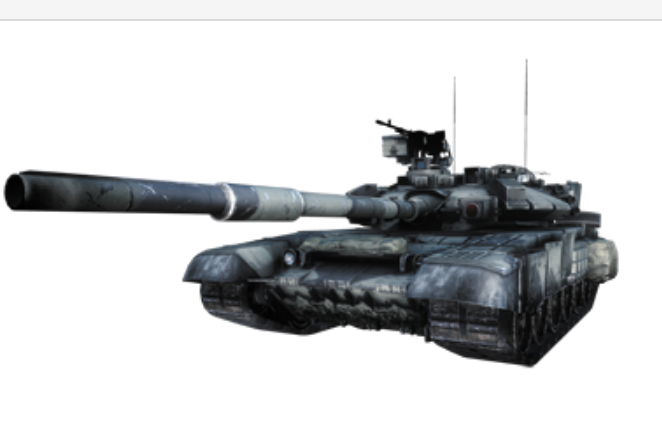
Base Assets

Vehicle	Image	Quantity	Respawn Time
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	30 sec.
F-35B Joint Strike Fighter		2	40 sec.
RHIB		2	5 sec.
Centurion C-RAM		1	N/A

Since the RU team begins with a slight flag deficit, they start the round with 30 more tickets than their opponents.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	5 sec.
BTR-90		1	30 sec.
T-90A		1	30 sec.
Mi-28 Havoc		1	40 sec.
SU-35BM Flanker-E		2	40 sec.
Pantsir S-1		1	N/A

With seven flags total, each team must try to hold at least four to drain the opposing team's ticket count.

A: Fort River

Control Point Assets

US Control	RU Control
 DPV (1)	
 LAV-25 (1)	 BTR (1)

With four flags already in their possession, the US team should simply defend the flags they already have, putting the pressure on the RU team.

B: Olive Fort

Control Point Assets

US Control	RU Control
 DPV (1)	
 M1 Abrams (1)	 T-90A (1)

Initially there's no need to go on the offensive, so hold tight at least until your team has a 100 ticket advantage. The RU team must quickly coordinate an attack against one of the US-held control points to halt the drain on their ticket count.

C: Veteren's Retreat

Control Point Assets

US Control	RU Control
 DPV (1)	

One of the flanking control points such as the Fort River (A) or Beach Landing (D) are good choices. But if the US team is on a defensive footing, it will take a coordinated effort to wrestle one of these flags away from your opponents.

D: Beach Landing

Control Point Assets

US Control	RU Control

Strike with overwhelming force, using jets, helicopters, tanks, and IFVs to secure a flag as quickly as possible.

E: Construction Site

Control Point Assets

US Control	RU Control

A skilled and coordinated push by the RU team can secure all the flags and thus force the US team to deploy from their carrier while bleeding tickets.

F: City

Control Point Assets

US Control	RU Control
 DPV (1)	

But when playing the RU team, don't get too ambitious. Start by securing four flags, then consider expanding your offensive to the remaining control points.

G: Hotel

Control Point Assets

US Control	RU Control

Conquest

Sharqi Peninsula (Conquest)

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

(click here for interactive map)

US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Conquest Assault (3 Flags)

This time it's the RU team who is on the offensive. They are eager to establish a foothold within this coastal resort town. The US team begins the battle with control of all three flags, instantly draining the RU team's ticket count.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	30 sec.
T-90A		1	60 sec.

The RU team must gain control of at least two flags to turn the tables on the US defenders. While the Construction Site (A) is the flag closest to the RU team's deployment area, trying to take that flag can result in heavy losses.

The RU team is much better off bypassing the Construction Site (A) and going after the Parking Lot (B) and TV Station (C) to the east.

A: Construction Site

Control Point Assets

US Control	RU Control
 Growler ITV	 VDV Buggy

These rear positions are much less likely to be defended, plus they're much easier to capture. So when playing as the US defenders it's important to lock down every single flag.

C: TV Station

Control Point Assets

US Control	RU Control
 Growler ITV	 VDV Buggy
 M1 Abrams	
 M220 TOW Launcher	 T90A (1)

While most fighting is likely to occur around the Construction Site (A), the other two flags cannot be abandoned at any time. If the US team doesn't take defense seriously, they stand the risk of losing all three flags.

And with no flags to spawn from, the US team will lose.

Conquest Assault 24

At the start of this battle, the RU team has the town partially surrounded, with deployment areas to the northwest, west, and south.

(click here for interactive map)

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	30 sec.
T-90A		2	60 sec.
Mi-28 Havoc		1	50 sec.
RHIB		1	20 sec.

The City Entrance (A) and Hotel (C) are likely to take the brunt of the attack during the opening moments. So the US team should spawn plenty of troops at these two locations and reinforce them with the M1 Abrams and AH-1Z Viper deployed at the TV Station (E).

B: Surveillance Point

Control Point Assets

US Control	RU Control
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

Instead of just attacking the perimeter the control points, the RU team should also make an early move for the TV Station (E). Securing this crucial flag can knock the US team back on their heels and denying them their only tank and attack helicopter.

C: Hotel

Control Point Assets

US Control	RU Control
	 VDV Buggy (1)
	 M220 TOW Launcher (1)

With five flags on the map, both teams must hold at least three to initiate a drain on the opposing team's ticket count.

D: Construction Site

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)

This is a very fluid battle, but the team that manages to hold the Hotel (C), Construction Site (D), and TV Station (E), are likely to come out on top.

E: TV Station

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 M1 Abrams (1)	
 AH-1Z Viper (1)	
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

So instead of spreading their forces thin, the US defenders may want to consolidate their troops around these three locations from the very start.

Conquest Assault 64

At the start of this massive battle, the US team holds all seven flags, instantly draining the RU team's ticket count. However, the US team runs the risk of spreading their forces too thin across all seven control points.

(click here for interactive map)

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	15 sec.
BTR-90		1	30 sec.
T-90A		2	30 sec.
Mi-28 Havoc		1	50 sec.
RHIB		1	20 sec.

While it's still important to hold all the flags as long as possible, the US team should strongly consider consolidating their forces at the Hotel (C), Construction Site (D), Parking Lot (F), and TV Station (G).

B: Surveillance Point

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

This will still allow them to drain the RU team's ticket count, albeit at a slower rate.The RU team must enter this battle aggressively.

C: Hotel

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

Instead of chipping away at the perimeter control points, the attackers should attempt big moves early on.

D: Construction Site

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)

Using the Mi-28 Havoc, consider dropping a recon soldier at the TV Station (G) and have them deploy a Radio Beacon to establish a nearby spawn point.

E: Alleyway

Control Point Assets

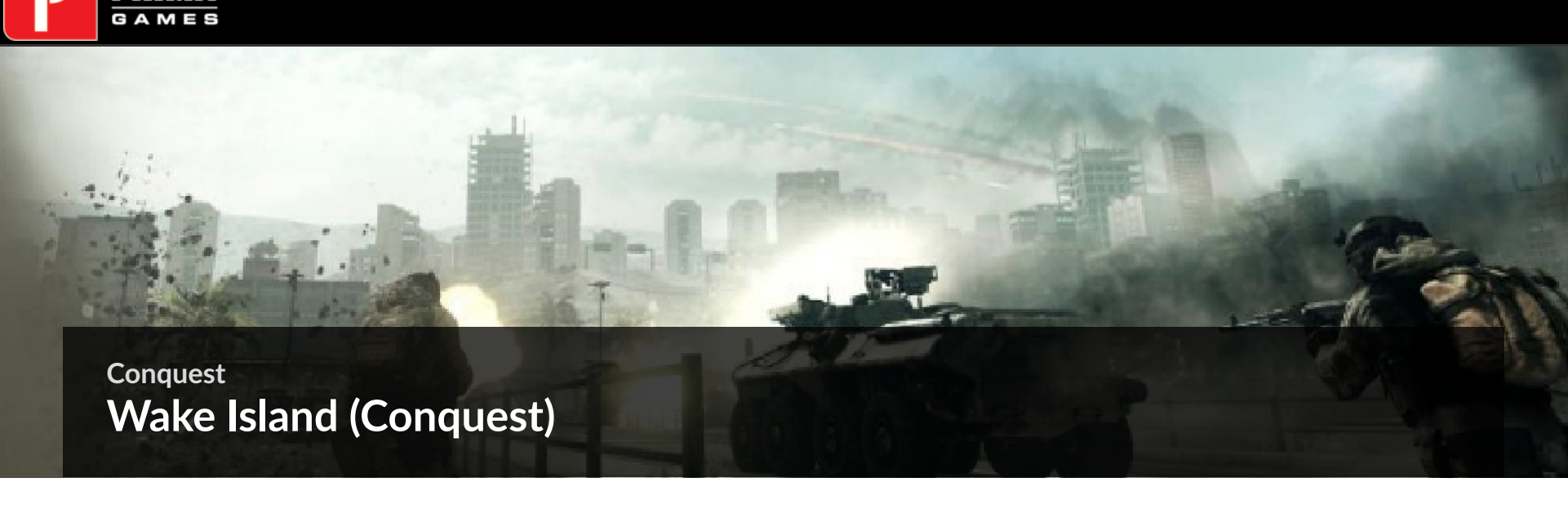
US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)

If the RU team can take the TV Station (G), they deprive the US team their tank and attack helicopter, thereby making it much easier to dominate the defenders at other control points.

G: TV Station

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 M1 Abrams (1)	
 AH-1Z Viper (1)	
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)



Conquest

Wake Island (Conquest)

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

(click here for interactive map)

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

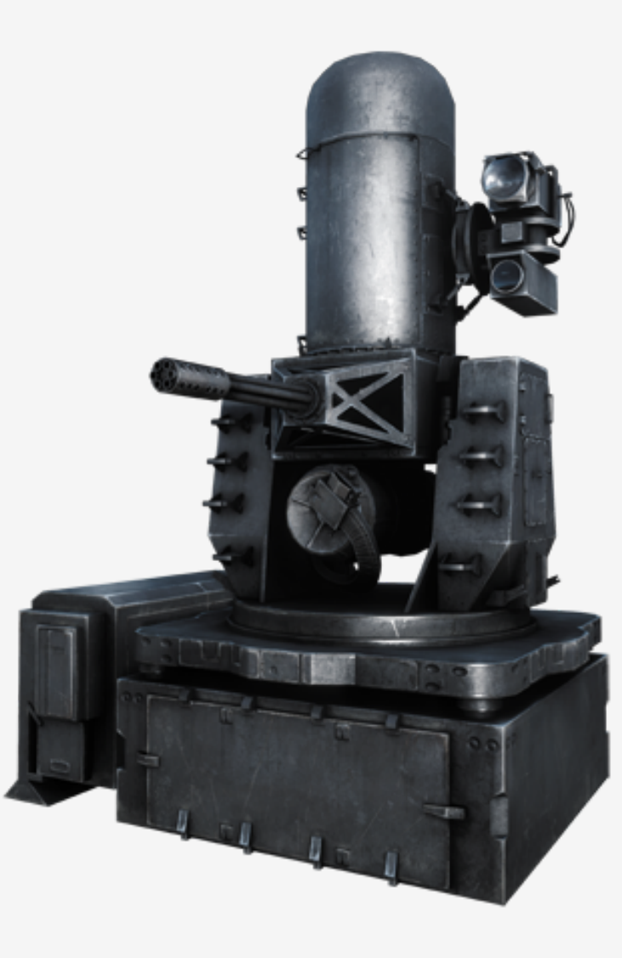
With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Conquest Assault (3 Flags)

Compared to the traditional Wake Island layout, this battle is very compact and the RU team can dig in and consolidate their forces around the three flags.

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		4	5 sec.
AAV-7A1 AMTRAC		1	60 sec.
AH-1z Viper		1	40 sec.
F-35B Joint Strike Fighter		2	30 sec.
RHIB		1	5 sec.
Centurion C-RAM		1	N/A

When playing as the RU team, make sure all three control points are well defended at the start of the battle. However, the bulk of the defending team should spawn at the Airfield (B) and take measures to secure the flag.

A: North Base

Control Point Assets

US Control	RU Control
DPV (2)	VDV Buggy (2)
M1 Abrams (1)	T-90A (1)

The Airfield (B) is the main prize in this fight and is likely to see heavy action throughout the match. However, both teams can still win even without holding the Airfield (B).

B: Airfield

Control Point Assets

US Control	RU Control
DPV (2)	VDV Buggy (2)
M1 Abrams (1)	T-90A (1)
LAV-AD (1)	9K22 Tunguska-M (1)
Skidloader (1)	Skidloader(1)
	Mi-28 Havoc (1)
	Su-35BM Flanker-E (2)

So if taking the Airfield (B) proves too costly, focus your efforts on securing the North Base (A) and South Base (B). With only three flags up for grabs, holding these two control points is more than sufficient for draining the opposing team's ticket count.

C: South Base

Control Point Assets

US Control	RU Control
DPV (1)	VDV Buggy (1)
M1 Abrams (1)	T-90A (1)

So don't waste resources attempting to take the Airfield (B) if your team already holds two flags. Simply dig in, and outlast your opponents.

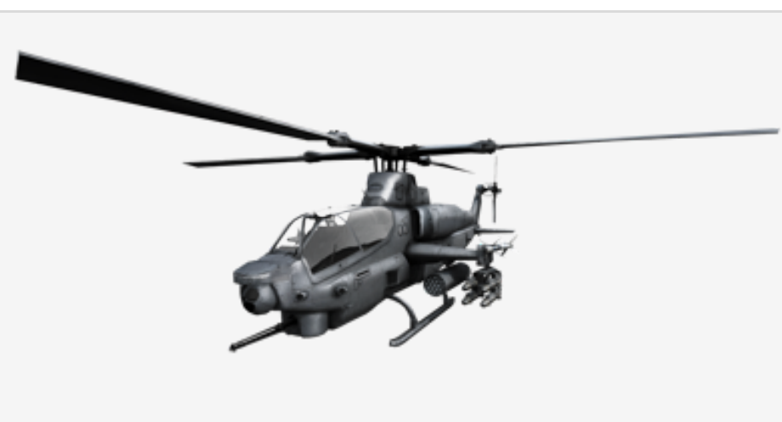
Conquest 64

Longtime veterans of the Battlefield series should be very familiar with the configuration of this classic map. While the weapons and vehicles have changed, the layout of Wake Island is almost identical to the variants available in previous installments.

(click here for interactive map)

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	20 sec.
F-35B Joint Strike Fighter		2	30 sec.
RHIB		6	5 sec.
Centurion C-RAM		1	N/A

But this time it is the US team who is on the offensive while the RU team digs in around the five flags. As in all Wake Island variants, the Airfield (C) is the most contentious control point on the map.

A: North Village

Control Point Assets

US Control	RU Control
DPV (1)	VDV Buggy (1)
M1 Abrams (1)	T-90A (1)

It supplies the RU team with their only air assets. Therefore, the US team should try to take the Airfield (C) as early as possible to establish air superiority.

B: North Base

Control Point Assets

US Control	RU Control
DPV (1)	VDV Buggy (1)

But the RU team won't concede this central control point without a bloody fight. If the US faces stiff resistance at the Airfield (C), sometimes it's best to focus on capturing and holding the surrounding control points.

C: Airfield

Control Point Assets

US Control	RU Control
DPV (1)	VDV Buggy (1)
M1 Abrams(1)	T-90A (1)
LAV-AD (1)	9K22 Tunguska-M (1)
Skidloader (1)	Skidloader (1)
	Mi-28 Havoc (1)
	SU-35BM Flanker-E (1)

With five flags up for grabs, each team must try to hold at least three flags to initiate the drain on the opposing team's ticket count.

E: South Base

Control Point Assets

US Control	RU Control
DPV (1)	VDV Buggy (1)
M1 Abrams (1)	T-90A (1)

Of course, if the US team manages to secure all five flags, the RU team has nowhere to spawn and this leads to decisive US victory. So the RU team must defend each flag aggressively to avoid an embarrassing defeat.

Rush

Strike at Karkand (Rush)

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

(click here for interactive map)

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

It is vital for both sides to secure firebases in Karkand's sheltered city center.

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M220 TOW Launcher		1	30 sec.

Strike at Karkand is a classic Conquest map, but this is the first time the industrial city has been setup for an epic Rush battle.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

The conflict takes place over four separate zones. The action starts out on the north side of the city, around the Hotel, before moving south near the Square and Market.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

In the final phase, the US attackers must push across the river to reach the final objectives located at the Warehouse and Gatehouse.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

While tanks are available in each zone, infantry dominate this fight. So prepare for some gritty urban combat as you fight for control of this besieged city.

Zone 4

US Deployment

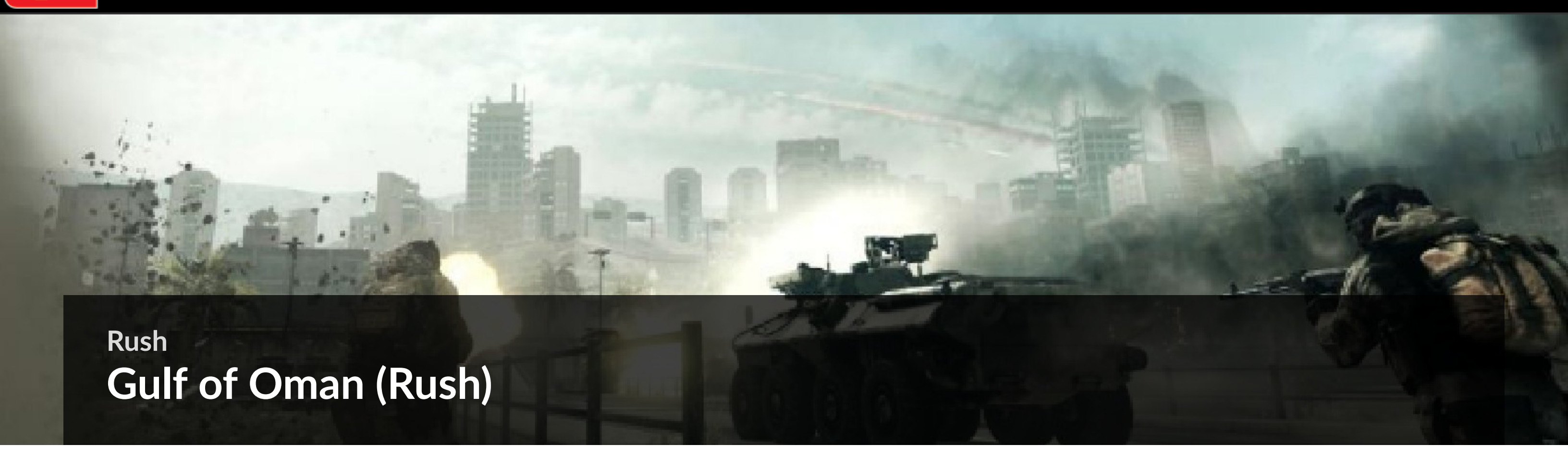
Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	60 sec.
M1 Abrams		1	60 sec.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.



Rush

Gulf of Oman (Rush)

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

(click here for interactive map)

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		1	30 sec.
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	75 sec.

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields. Both sides have been using the morning to prepare for the final assault.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	75 sec.

Unlike the Conquest modes that feature jets and helicopters, this Rush battle is strictly a ground-based affair that requires both teams to make the most of infantry and tank tactics to gain the upper hand.

RU Deployment

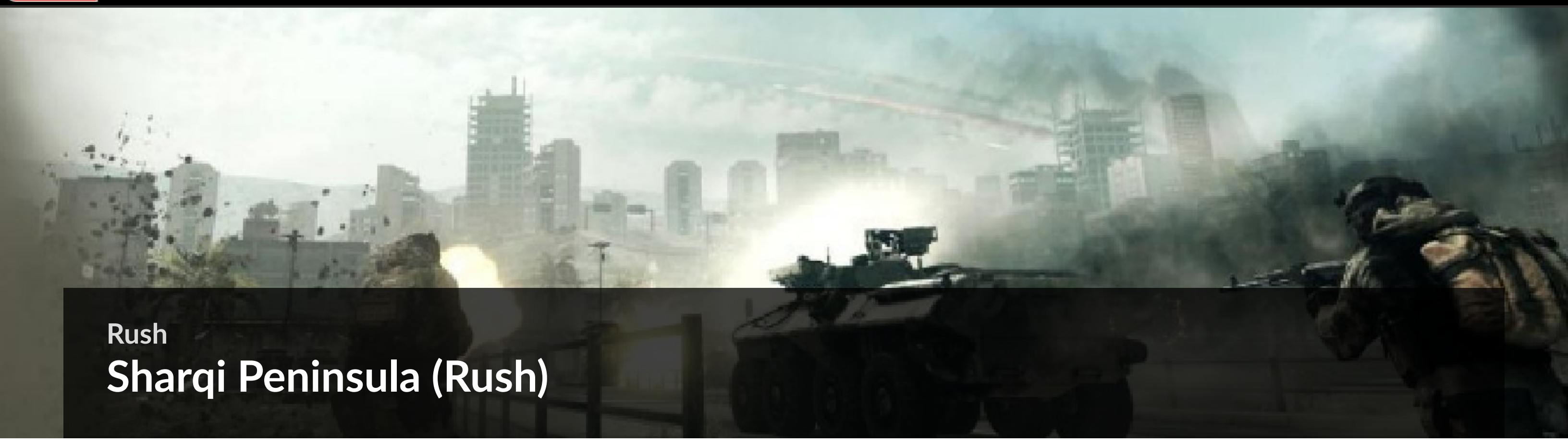
Base Assets

Vehicle	Image	Quantity	Respawn Time
9M133 Kornet Launcher		1	30 sec.

While the RU defenders always have a vehicle deficit in this battle, they occupy some tricky terrain around the objectives that is ideal for ambushing US infantry and vehicles.

To avoid running into traps, the US team must identify flanking routes in an attempt to take the defenders by surprise.

The battle starts near the coast, with two objectives positioned near the Veteran's Retreat compound. Next, the action shifts north into the city before culminating in a showdown at the Hotel.



Rush

Sharqi Peninsula (Rush)

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

(click here for interactive map)

US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

Zone 1

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Unlike the Conquest modes, in Rush mode it is the US team that is on the offensive.

Attacking from the west, the US must push through objectives at the City Entrance and Construction Site before finally securing the TV Station.

This is largely an infantry battle, as the US possesses a single tank in only two of the zones. The RU team will need a few engineers to deal with the US tank when it's present, but other than that, the battle is best fought by assault, support, and recon troops.

Zone 3

US Deployment

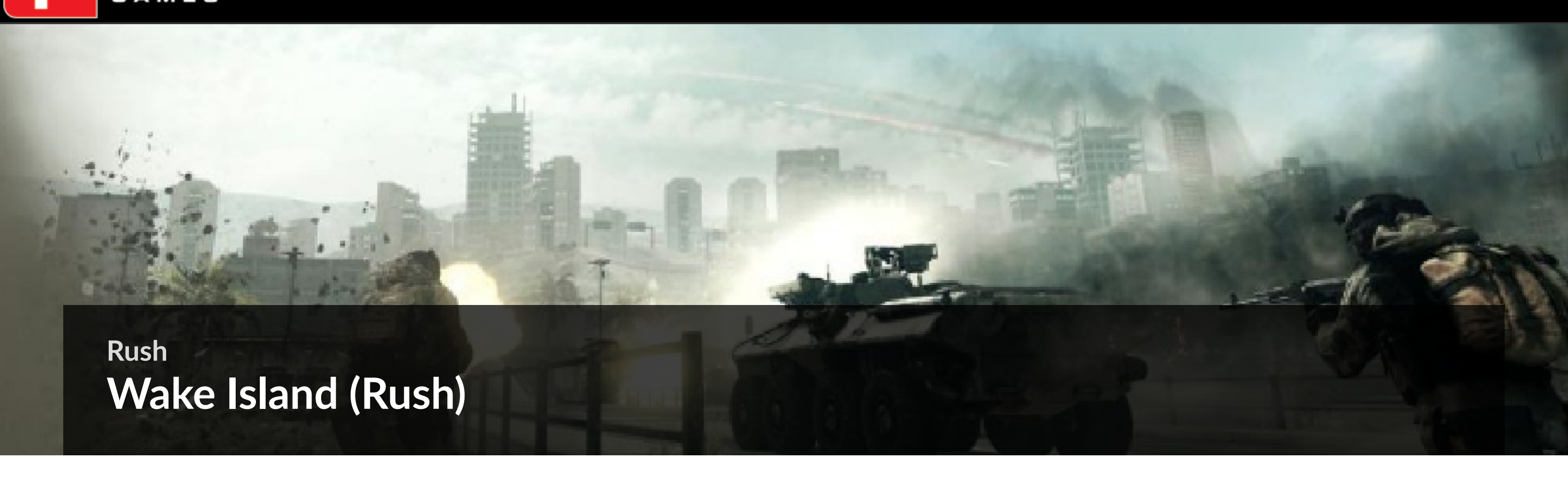
Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

As in most urban settings, combat usually takes place at close- to intermediate range.

But recon troops equipped with sniper rifles can find some long sight lines at the Construction Site as well as from the rooftop of the TV Station.

So before deploying, consider your surroundings and choose your class and weapons accordingly.



Rush

Wake Island (Rush)

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

(click here for interactive map)

Zone 1

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
RHIB		1	30 sec.

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
9K22 Tunguska		1	90 sec.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
RHIB		1	30 sec.

Conquest battles on Wake Island are nothing new, but this is the first time a Rush battle has been brought to these shores.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.
9K22 Tunguska		1	90 sec.

The battle begins near the North Village before moving to the North Base and Airfield. Although they occupy the Airfield, the RU team has no access to jets or helicopters during this battle.

Zone 3

US Deployment

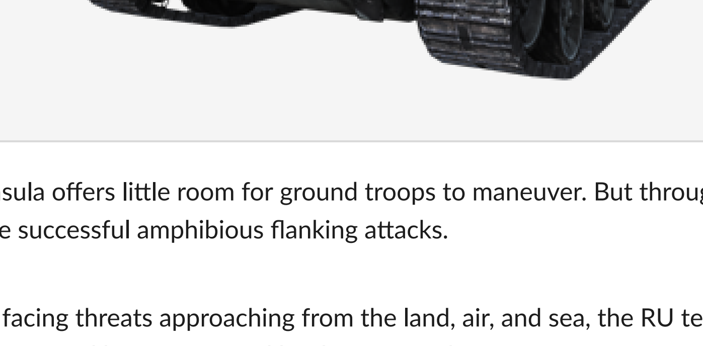
Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		1	30 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
AAV-7A1 AMTRAC		1	60 sec.

However, they do have a Tunguska-M they can use to defend against air attacks by the US team's attack helicopter.

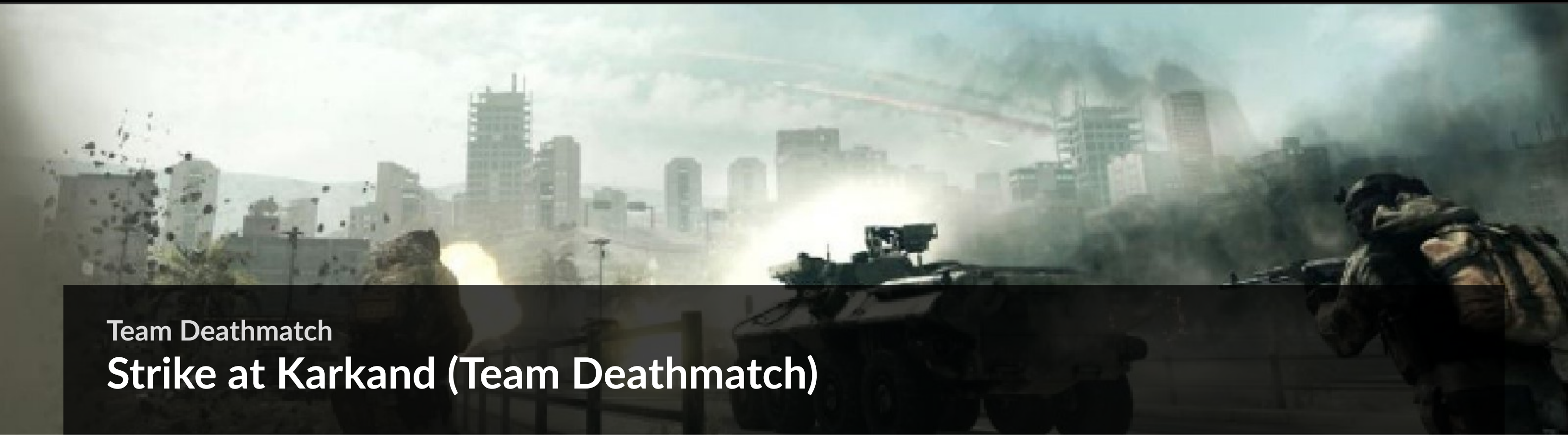
RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.
9K22 Tunguska-M		1	90 sec.

The narrow peninsula offers little room for ground troops to maneuver. But through the use of RHIBs and their AMTRAC, the US team can stage successful amphibious flanking attacks.

Because they are facing threats approaching from the land, air, and sea, the RU team must be very flexible and keep their heads on a swivel to avoid being surprised by the US attackers.



Team Deathmatch

Strike at Karkand (Team Deathmatch)

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

(click here for interactive map)

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

It is vital for both sides to secure firebases in Karkand’s sheltered city center.

Even for Team Deathmatch, this map is extremely small, centered around the Hotel on the north side of the city.

Most players are smart enough to avoid the wide-open spaces of the two streets running north and south, thereby pushing most of the combat into the alleys and building interiors.

As a result, be prepared for some intense point-blank firefights. This is one battle where you’re well served by the devastating firepower of shotguns and the high rates of fire offered by PDWs and carbines.

To avoid giving your opponents an advantage, refrain from sprinting unless you’re crossing a street. Instead, keep your weapon aimed straight ahead and ready to fire at all times.

At these short ranges, even a split-second hesitation can result in a quick trip back to the respawn screen.

Team Deathmatch

Gulf of Oman (Team Deathmatch)

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

(click here for interactive map)

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

If you thought the map for Squad Deathmatch was small, just wait until you set foot on this map. This is little more than a chaotic urban playground, where quick reflexes dominate.

Since moving around this map is so dangerous, don't be surprised if players tend to find a secure corner and camp.

While camping in one spot isn't the most sporting way to play, it's by far the safest option, especially if you find yourself on your own.

However, if you work together with a close group of friends, you can successfully navigate this map. However, avoid the street as much as possible.

When you must cross a street, sprint or deploy smoke ahead of your advance. The building in the center of the map has an accessible rooftop.

So watch for enemy snipers here, or occupy the rooftop for yourself. Still, it's best to keep moving. If you kill multiple enemies from one spot, it's only a matter of time before they respawn and seek revenge.

Team Deathmatch

Sharqi Peninsula (Team Deathmatch)

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

(click here for interactive map)

US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Unlike the Squad Deathmatch map, this map is very compact and centered on the City Entrance and Surveillance Point on the west side of the city.

The center features a variety of buildings and alleyways that are ideal for close-range weapons like PDWs and shotguns.

Sight lines open up on the map's periphery, allowing recon troops with sniper rifles to take advantage of opponents moving along the streets.

As in most Team Deathmatches, it's best to find a small group of teammates and move together along the perimeter of the map.

There aren't many advantageous positions to defend here, so it's best to stay on the move.

If you prefer to stay in one location, find a good hiding spot and deploy a MAV to spot enemies for your teammates.

Chances are you won't score many points, but you'll greatly aid your team by directing them toward enemy units.

Team Deathmatch

Wake Island (Team Deathmatch)

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

(click here for interactive map)

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Prepare yourself for some close-quarters action during this intense fight at the North Base. While the beaches on both sides of the peninsula are well within the map’s boundary, avoid these low, open expanses.

The beaches offer zero cover or concealment, making you a sitting duck for opponents. If you spawn on either beach, rush toward the high ground of the North Base and seek cover near one of the concrete structures.

Don’t be surprised if enemy troops have already occupied these partially built structures. Before entering, toss in a grenade and wait for a response before stepping inside.

The more players that are crammed onto this tiny map, the more chaotic the battle becomes. So instead of trying to formulate a grand team strategy, focus on staying within sight of teammates so you can support each other.

While the concrete buildings offer some protection initially, they can be destroyed with rockets and other explosive weapons.

So if you suspect enemy troops are hiding in one of the buildings, bombard it with rockets and grenade launchers to deny your opponents cover.

Squad Rush

Strike at Karkand (Squad Rush)

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

(click here for interactive map)

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

It is vital for both sides to secure firebases in Karkand's sheltered city center.

Ready for some urban combat? The action in Squad Rush is focused on the central part of the city, with objectives placed at the Hotel and Market.

Whether attacking or defending, prepare for a mix of long-range and close-quarters combat. Assault rifles and carbines are well-suited for the variety of combat you're likely to face at each objective.

Squad Rush

Gulf of Oman (Squad Rush)

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

(click here for interactive map)

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

Urban combat dominates this compact Rush battle set in the map's city areas. But each area is different, requiring different tactics and weapons.

In the first area, the objective is located in a building, which leads to close-quarters firefights where shotguns and PDWs dominate.

But when the action shifts to the Construction Site, longer range weapons like assault rifles and sniper rifles are most effective.

So be ready to change up classes and weapons as you progress through this battle. Sticking with the same tactics in each zone will not serve your squad well.

Squad Rush

Sharqi Peninsula (Squad Rush)

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

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US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Although constrained to two small zones, this is a very large map for only eight players. As a result, the defenders should stay focused on the objectives instead of trying to hunt down the attackers.

The objectives at the Construction Site and TV Station are both tough to reach if adequately defended.

The defenders can leverage a variety of choke points to their advantage as the attackers climb stairways and ladders in an effort to set a charge on each M-COM station.

While there are long-range sniping opportunities in both zones, each squad should prepare for close-quarters fighting around the objectives

Squad Rush

Wake Island (Squad Rush)

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

(click here for interactive map)

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

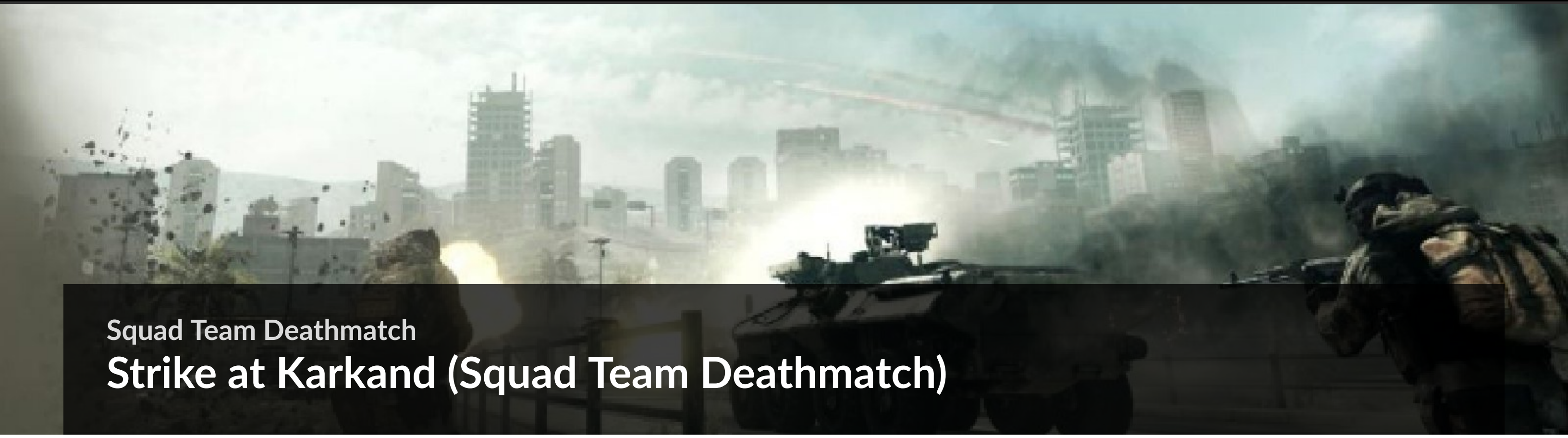
With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Once again, the Airfield is the site of an intense infantry battle as two squads fight for dominance in this compact Rush battle.

Although the action is restricted to a small portion of the island, the Airfield is very large, especially for an eight-player match.

So instead of rushing directly for the objective, the attacking squad should attempt flanking maneuvers to catch the defenders off guard.

Sniping opportunities are also available for players positioned on the west side of the runway. But securing the areas around the objectives requires CQB expertise, emphasizing quick reflexes over thoughtful strategy.



Squad Team Deathmatch

Strike at Karkand (Squad Team Deathmatch)

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

(click here for interactive map)

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

It is vital for both sides to secure firebases in Karkand's sheltered city center.

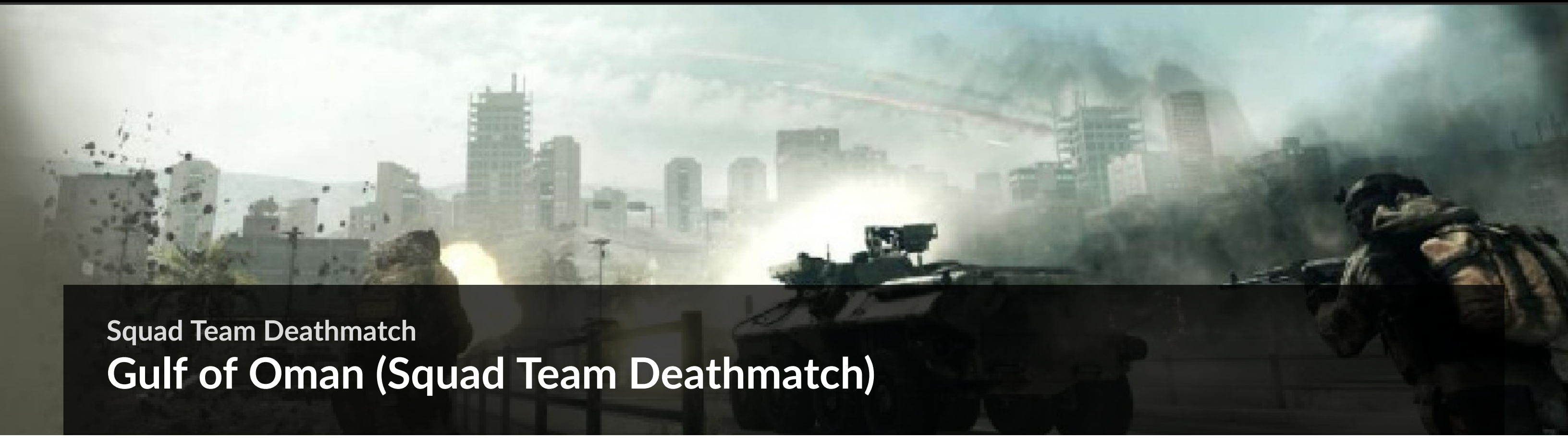
Squad Deathmatch encompasses the entire east half of the city, making for an exciting experience as your squad dashes across streets and sweeps alleyways for opposing forces.

There are four possible IFV spawn points, giving your squad the chance to hop aboard and score some easy kills. However, this map favors infantry more than vehicles.

The buildings and alleys offer plenty of places to hide and flank enemy IFVs, assuming you have the firepower. Therefore, make sure your squad has at least one engineer to deal with these threats.

While there are some great sniping perches in this city, it's best to stay on the move, working your way around the map's perimeter. While moving, stay in close contact with your squad.

In tight quarters, it's easy to get separated, making you vulnerable to attacks by enemy squads. This is one city where you constantly need a buddy to watch your back.



Squad Team Deathmatch

Gulf of Oman (Squad Team Deathmatch)

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

(click here for interactive map)

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

More urban combat awaits in this heated battle centered around the City and Construction Site areas of the map.

This is a relatively small area, but enemy encounters are less frequent than expected due to buildings and other structures that break sight lines.

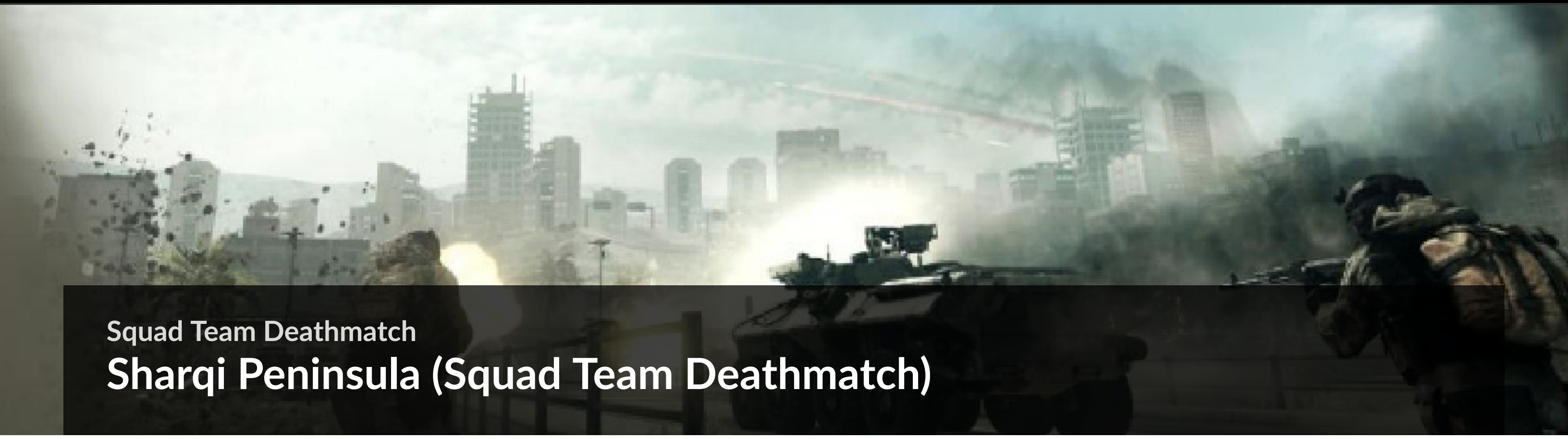
Obviously, some squads will attempt to control the high ground, particularly around the Construction Site. But think twice before climbing to the top of the crane.

This is an extremely predictable sniping perch that is likely to draw the fire of every opponent on the ground. There are four potential IFV spawn points on this map, along the perimeter.

Try to hop in one of these vehicles for a quick joyride to boost your squad's score. But don't expect it to last very long.

There are far too many hiding spots for enemy engineers armed with rocket launchers and mines. If you do get an IFV, have two squad members follow behind on foot to provide rear security.

While the IFV provides a great way to score a few quick kills, your squad is probably better served by staying on foot and patrolling the perimeter of the map.



Squad Team Deathmatch

Sharqi Peninsula (Squad Team Deathmatch)

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

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US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Compared to most Squad Deathmatch maps, this one is huge; it encompasses the entire city except for the TV Station.

Instead of roaming around the map looking for easy kills, consider finding a spot near the map's center and occupying it.

Obviously, the Construction Site is the most popular location. The tall buildings and the massive crane all serve as excellent sniping perches.

But the Construction Site is far too big for one squad to adequately lock down. The hillside to the west, near the Surveillance Post, is another nice overlook.

Squads posted here have a clear view of the east side of the city and can engage opponents scrambling about the Construction Site.

Plus, there's an IFV spawn point on the road to the east. Speaking of IFVs, this is one map where your squad can go the distance with one of these vehicles.

With plenty of paved roads to choose from, drive this vehicle near the middle of the map to score some quick kills, then retreat to the periphery to conduct repairs before making another push inward.

The key is to stay on the roads, where you can speed away if necessary. The longer your squad can maintain control of the IFV, the greater your chances of walking away with a win.

Squad Team Deathmatch

Wake Island (Squad Team Deathmatch)

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

(click here for interactive map)

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

The Squad Deathmatch variant of Wake Island is set at the Airfield. The flat, open terrain of the runway is definitely a kill zone and should be avoided at all costs.

Even if your squad acquires an IFV, avoid loitering near the runway where your ride is likely to be hit by incoming rockets from all angles.

Instead, seek more defensible terrain to the east side of the Airfield. To avoid getting caught in the open, most squads gravitate toward the large hangar-like building on the east side of the runway.

The interior of this building is a high-traffic area that is likely to see plenty of action throughout the match. While it's possible for a squad to lock down this building, it may prove too costly to defend.

If you're looking for a quieter location, head for the rocky hills on the west side of the runway. With the sea at your back, you won't have to worry too much about being flanked.

The hills also provide an elevated view of the Airfield that is ideal for picking off opponents at long range. But if your squad becomes too successful here, prepare to move out.

The hill to the northeast, by the Beach, is also a good location from which to engage opponents at the Airfield.

By moving along the northern and western sides of the Airfield, your squad can avoid getting caught up in the chaos around the runway.

Primer

What's New

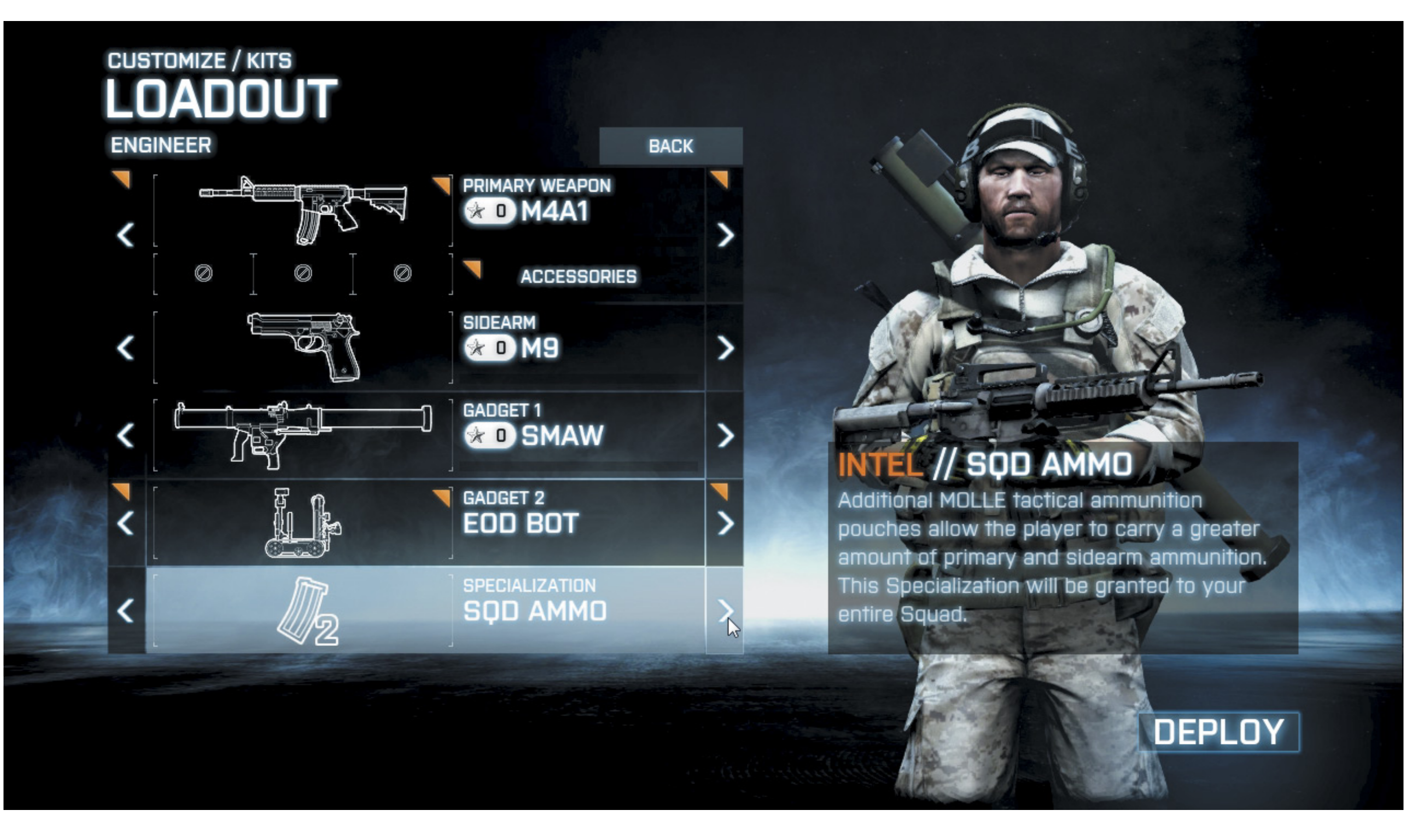
Welcome to the official game guide for Battlefield 3. If you're a veteran of Wake Island, Karkand, Verdun, or Arica Harbor, you know why we're starting with multiplayer. While the new single-player campaign offers a great story and plenty of memorable moments, it's only a small part of Battlefield 3. The multiplayer experience is the other part.

Playing against others and working together as a team with members of your squad adds an entirely new dimension of intensity and fun. Plus, earning new ranks and unlocks is incredibly addictive, making hours melt away. So before jumping into a multiplayer match, make sure you've set aside plenty of free time. After all, who needs sleep?

What's New?

If you're a grizzled Battlefield veteran, then you can jump online now and feel right at home among the whizzing bullets and exploding shells. But before rushing into action, here's a quick summary of the some of the new features and gameplay mechanics.

Loadout Customization


CUSTOMIZE / KITS
LOADOUT
ENGINEER
BACK
PRIMARY WEAPON
0 M4A1
ACCESSORIES
SIDEARM
0 M9
GADGET 1
0 SMAW
GADGET 2
EOD BOT
SPECIALIZATION
SQD AMMO
DEPLOY

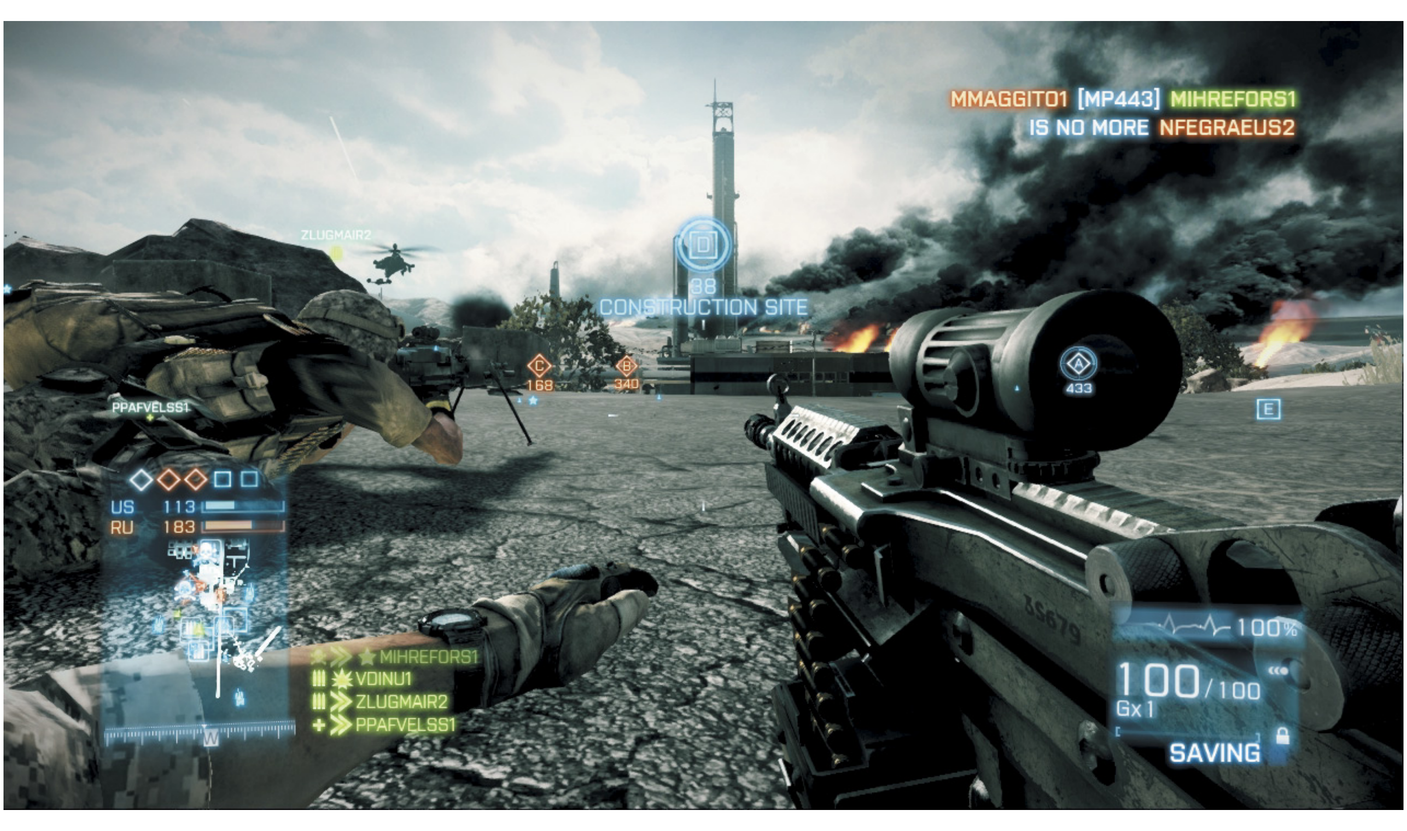
INTEL // SQD AMMO

Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never before been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization.

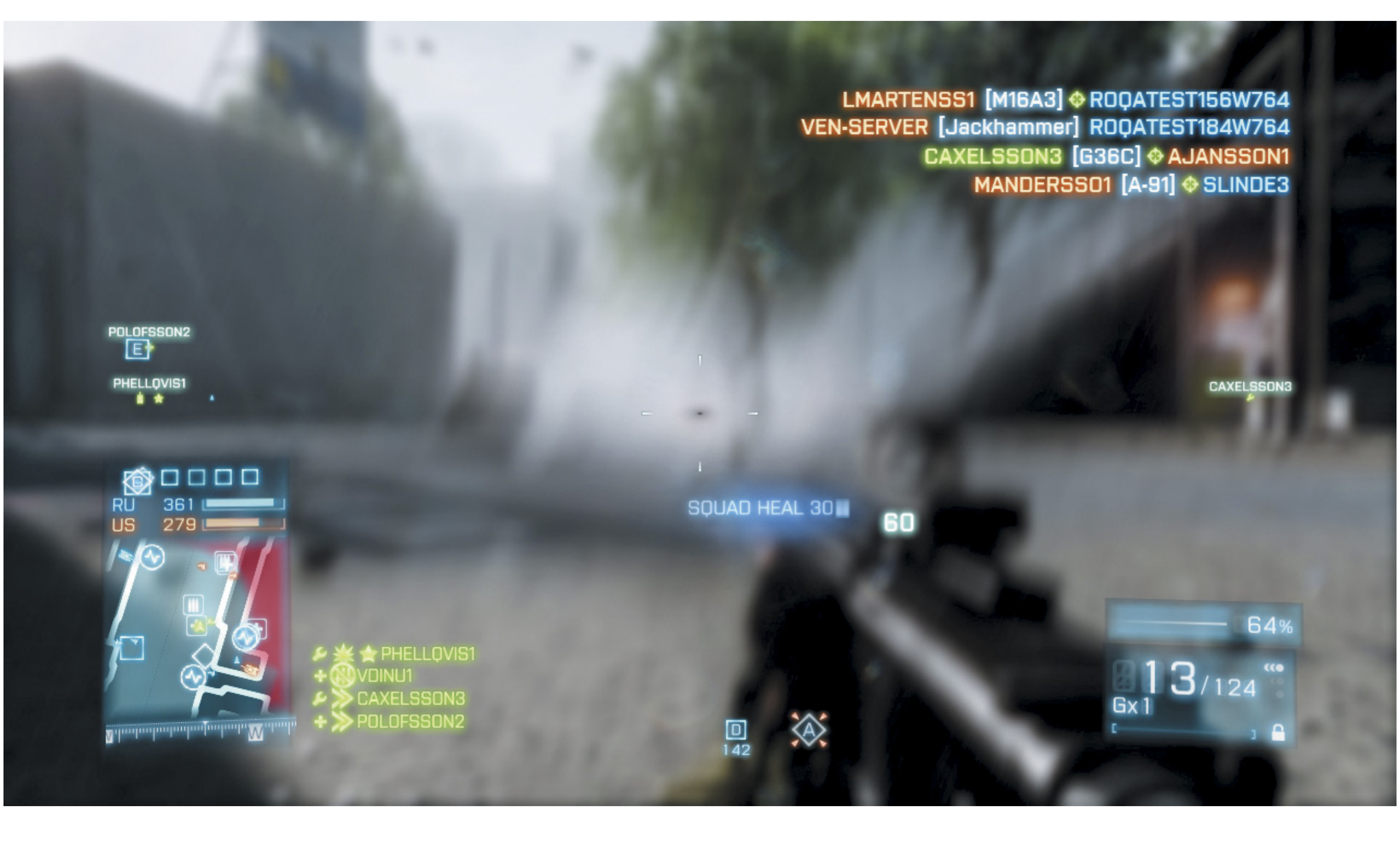
Taking customization even deeper, each primary weapon can be outfitted with a scope, as well as primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the loadout screen to make adjustments that best fit your style of play and the current needs of your team.

Prone


MMAGGITO1 [MP443] MIHREFORS1
IS NO MORE NFEGRAEUS2
ZLUGMAIR2
CONSTRUCTION SITE
PPAFVELSS1
US 113
RU 183
MIHREFORS1
VDINU1
ZLUGMAIR2
PPAFVELSS1
100%
100/100
SAVING

Okay, this really isn't a new feature. But it's back by popular demand and it really changes the pace of the game, especially if you're used to the Bad Company series. By lying prone you not only make yourself a smaller target, but you also greatly increase the accuracy and stability of your weapon, particularly when using a Bipod. Bipods are deployed automatically when you zoom in, either if you are prone or if you kneel/stand by a suitable surface, such as a pile of rubble, sand bags, or a windowsill. The ability to go prone also makes it much easier to conceal yourself within high grass and shrubs, making it extremely difficult for opponents to spot you. To better conceal your position, consider equipping a Suppressor or Flash Suppressor to minimize muzzle flash.

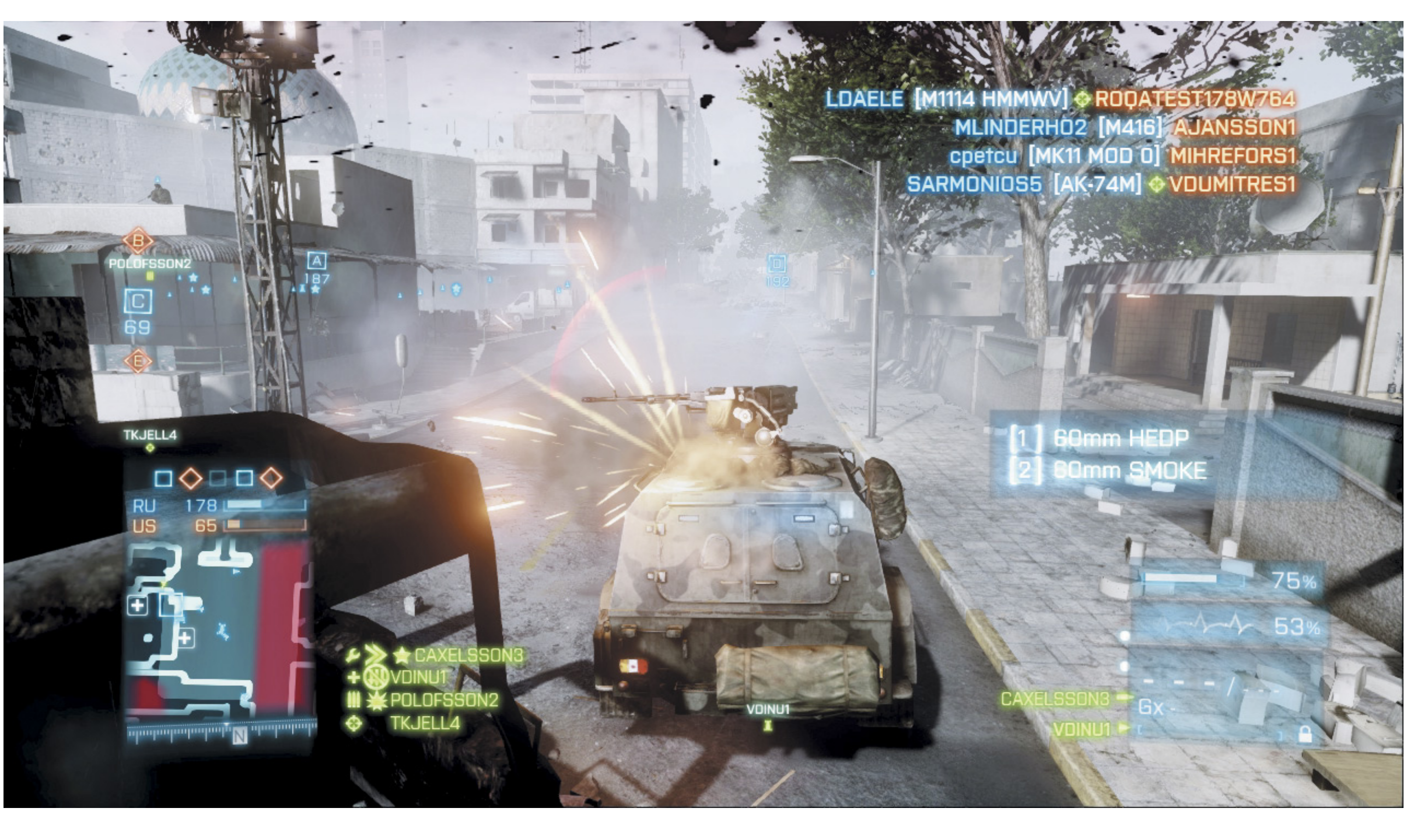
Suppression


LMARTENSS1 [M16A3] ROQATEST156W764
VEN-SERVER [Jackhammer] ROQATEST184W764
CAXELSSON3 [G36C] AJANSSON1
MANDERSSO1 [A-91] SLINDE3
POLOFSSON2
PHELLQVIS1
CAXELSSON3
RU 361
US 279
SQUAD HEAL 30
60
PHELLQVIS1
VDINU1
CAXELSSON3
POLOFSSON2
64%
13/124

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If incoming rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor, too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them.

Any class or weapon is capable of suppressing, but the support kit's light machine guns are the most effective. The large magazine capacities of these weapons allow you to lay down sustained heavy fire, which is ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. A suppressed player has decreased accuracy, so you can actually make your enemies less efficient soldiers by suppressing them. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

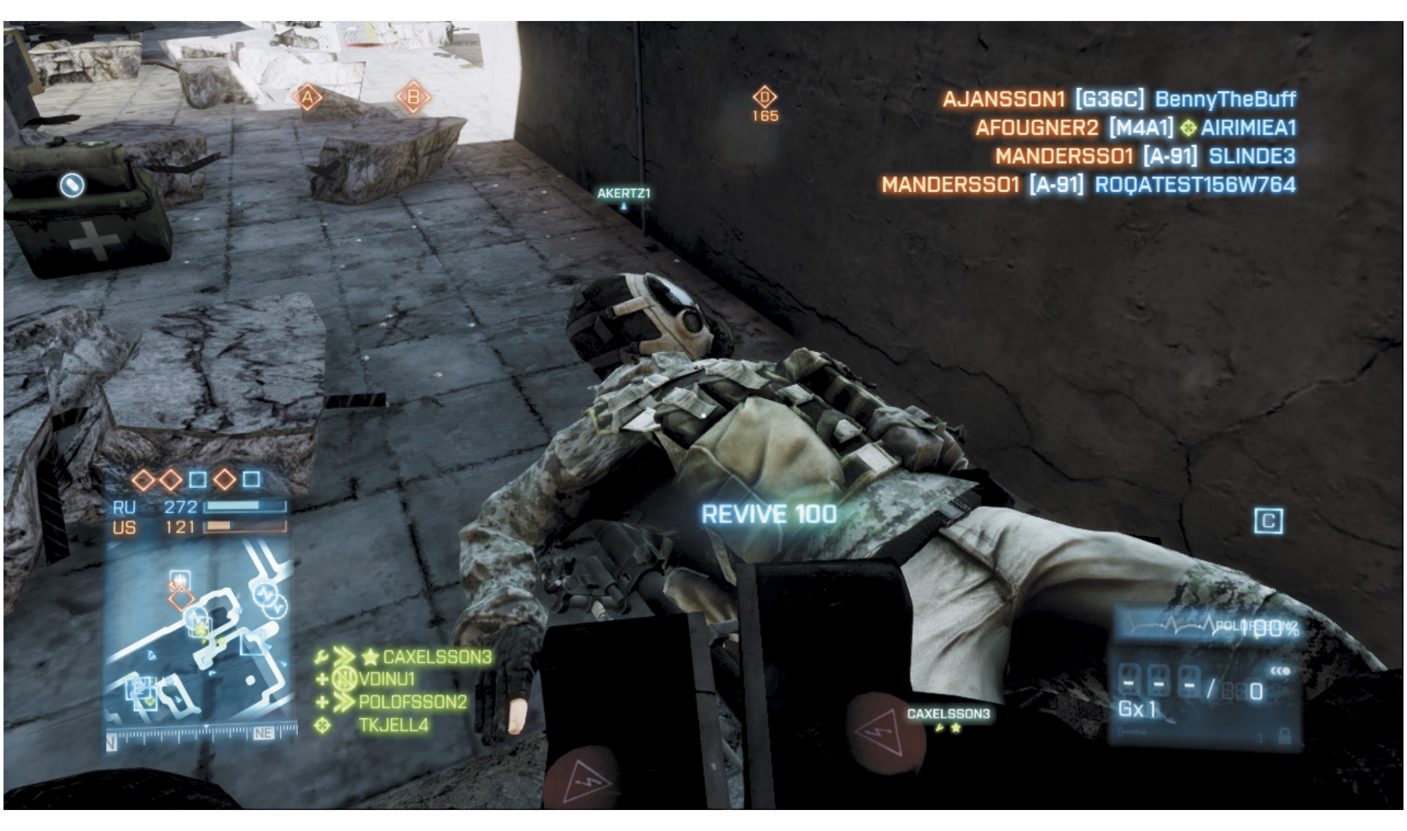
Vehicle Damage


LDAELE [M1114 HMMWV] ROQATEST178W764
MLINDERHO2 [M416] AJANSSON1
cpetcu [MK11 MOD 0] MIHREFORS1
SARMONIOS5 [AK-74M] VDUMITRES1
POLOFSSON2
TKJELL4
RU 178
US 65
[1] 60mm HEDP
[2] 60mm SMOKE
CAXELSSON3
VDINU1
POLOFSSON2
TKJELL4
75%
53%

In Battlefield 3, vehicle damage has been completely overhauled. Now, if a vehicle takes light damage, it will slowly repair its armor assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—the loss of speed and control is extremely dangerous when piloting a jet or chopper. While disabled, a vehicle's armor slowly declines until it eventually explodes.

A disabled ground vehicle can be repaired only by engineers. Jets and helicopters in flight have the benefit of deploying the Fire Extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult; you must disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle have a critical choice to make: Do they stay with the burning vehicle and try to score more kills? Or do they bail out and attempt to find cover before their ride explodes?

Revival Decline


AJANSSON1 [G36C] BennyTheBuff
AFOUGNER2 [M4A1] AIRIMIEA1
MANDERSSO1 [A-91] SLINDE3
MANDERSSO1 [A-91] ROQATEST156W764
AKERTZ1
RU 272
US 121
REVIVE 100
CAXELSSON3
VDINU1
POLOFSSON2
TKJELL4

The ever-popular defibrillator returns, this time as part of the assault kit. Reviving fallen teammates with the defibrillator remains a great way to keep your squad and teammates alive while scoring some big points for yourself. But this time, the soldier you revive has a choice. They can either rejoin the action or return to the spawn screen and deploy from a new location. This allows fallen troops to avoid being revived in a hot spot only to get killed as soon as they come back to life. Regardless of the decision made, the soldier who performed the revive still gets the standard Revive (100 points) or Squad Revive (110 points) score. But if a revive is declined, the team loses a ticket instead of being refunded one.

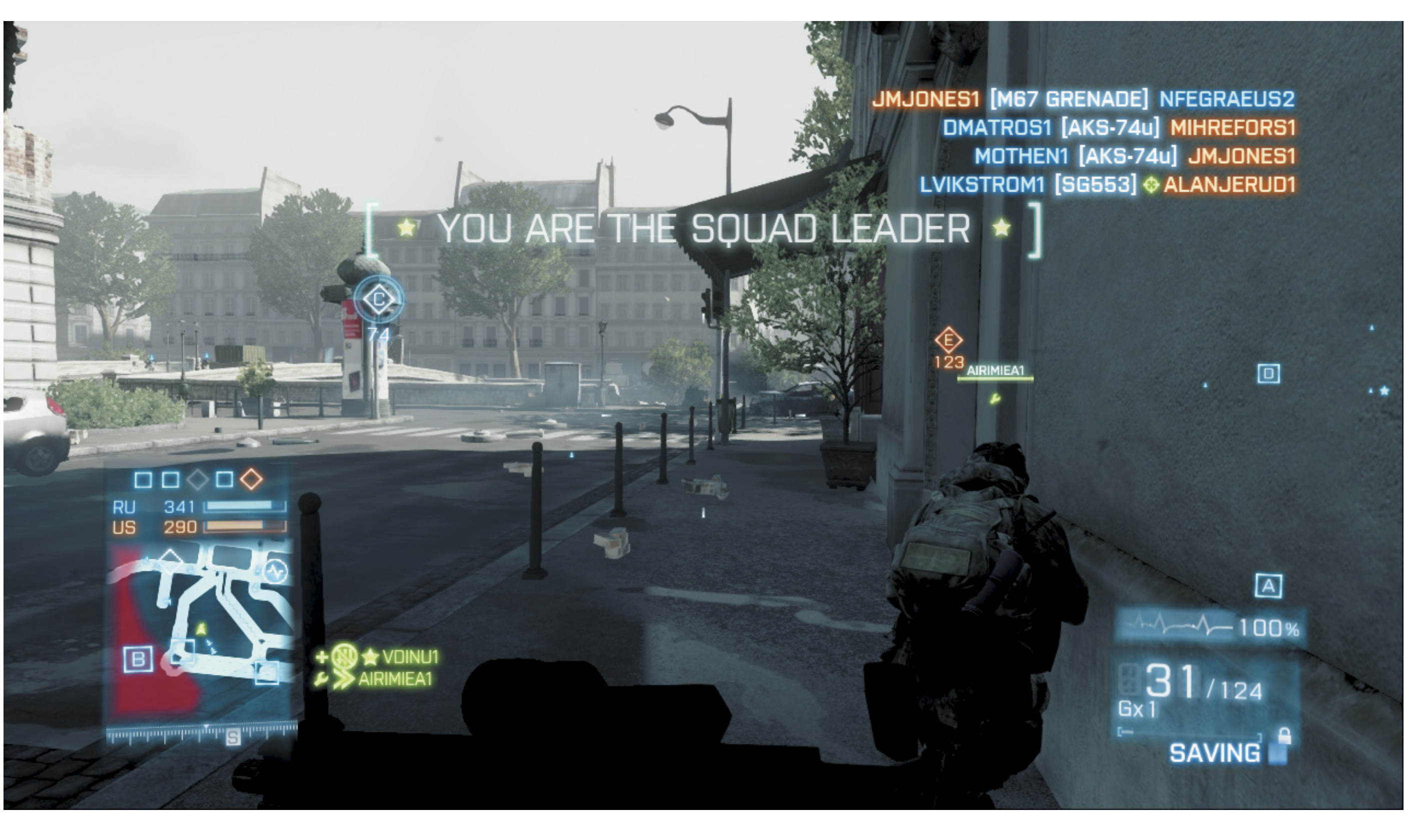
Jets

RU 191
US 103
PHELLQVIS1
VDINU1
LHERSHBER1
PDRAGOMIR
100%
100%
VDINU1

Like the ability to drop prone, jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially, jets are equipped with only a cannon that's useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression; you unlock more powerful air-to-air and air-to-ground weapons including heat-seeking missiles, Rocket Pods, and Guided Missiles. So choose your weapons carefully based on your team's needs.

If they need help knocking out tanks, choose Rocket Pods or Guided Missiles. If your team is constantly being harassed by enemy helicopters or jets, choose Heat Seekers to shoot down these threats. Veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Squad Leader


JMJONES1 [M67 GRENADE] NFEGRAEUS2
DMATROS1 [AKS-74u] MIHREFORS1
MOTHEN1 [AKS-74u] JMJONES1
LVIKSTROM1 [SG553] ALANJERUD1
YOU ARE THE SQUAD LEADER
AIRIMIEA1
RU 341
US 290
VDINU1
AIRIMIEA1
100%
31/124
SAVING

Each squad now has one squad leader who is tasked with issuing attack and defend orders. Squad leaders are either the creators of a squad, or are assigned at random and are the only squad members who can issue orders. When you've been selected as the squad leader, a message appears on the screen informing you of your new job.

Your name also appears at the top of the squad list on the left side of the HUD and is marked with a star icon. As squad leader, you can better direct your squad by placing attack or defend orders on control points and M-COM stations. Once an order has been placed at a location, any kills that occur within a wide radius of the given order results in points for both you and your squad. It's a simple mechanic, but it's a great way to keep your squad focused on one location.

Basics

Introduction and Interface

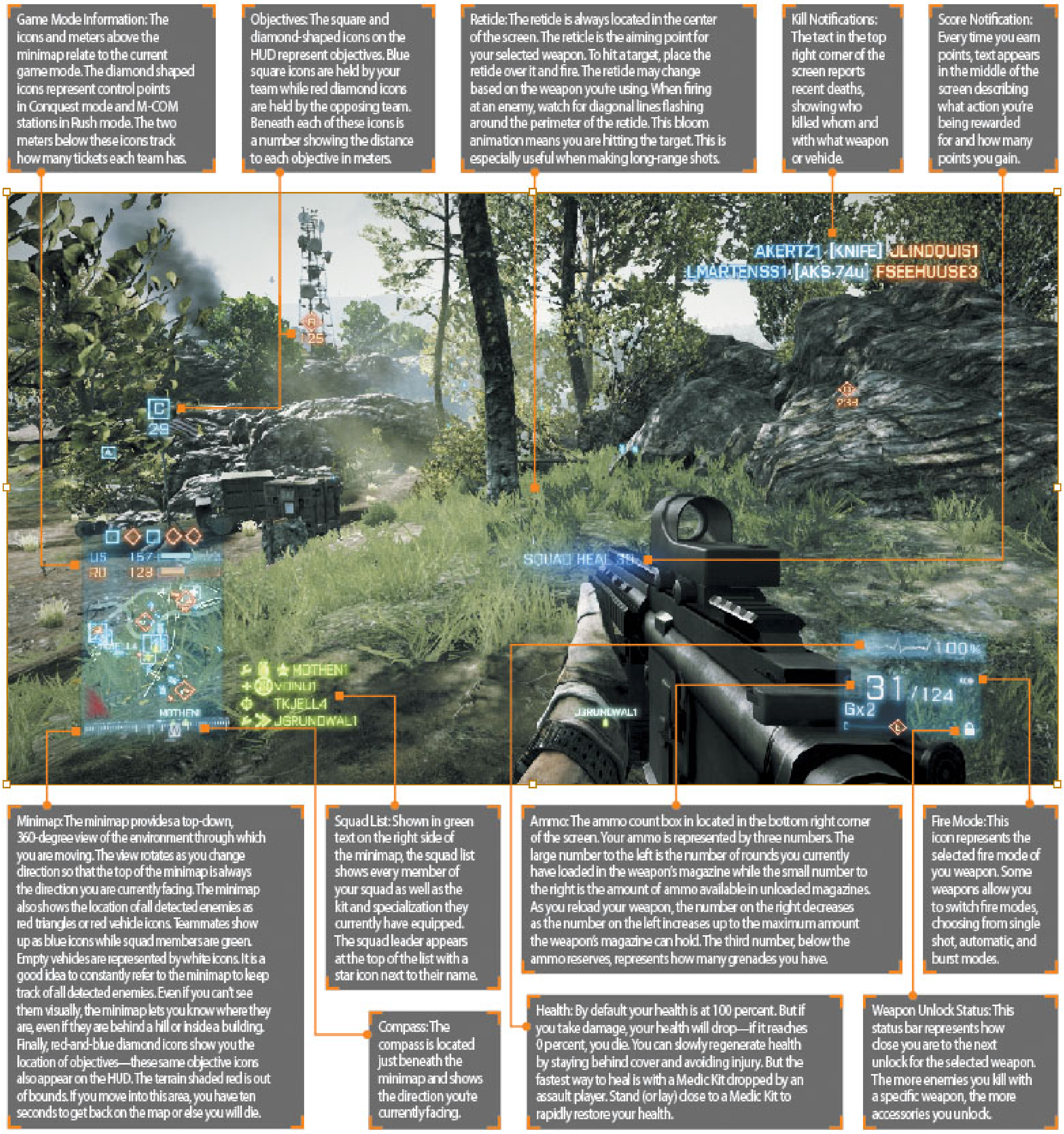
Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating.

But there's really nothing to fear.

Regardless of your experience or skill level, there is a role for everyone in Battlefield.

In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section we take a look at the basic gameplay mechanics as well as the different multiplayer game modes.

Interface



Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.

Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.

Reticle: The reticle is always located in the center of the screen. The reticle is the aiming point for your selected weapon. To hit a target, place the reticle over it and fire. The reticle may change based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.

Kill Notifications: The text in the top right corner of the screen reports recent deaths, showing who killed whom and with what weapon or vehicle.

Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.

Minimap: The minimap provides a top-down, 360-degree view of the environment through which you are moving. The view rotates as you change direction so that the top of the minimap is always the direction you are currently facing. The minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons. It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are, even if they are behind a hill or inside a building. Finally, red-and-blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The terrain shaded red is out of bounds. If you move into this area, you have ten seconds to get back on the map or else you will die.

Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.

Ammo: The ammo count box in located in the bottom right corner of the screen. Your ammo is represented by three numbers. The large number to the left is the number of rounds you currently have loaded in the weapon's magazine while the small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.

Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.

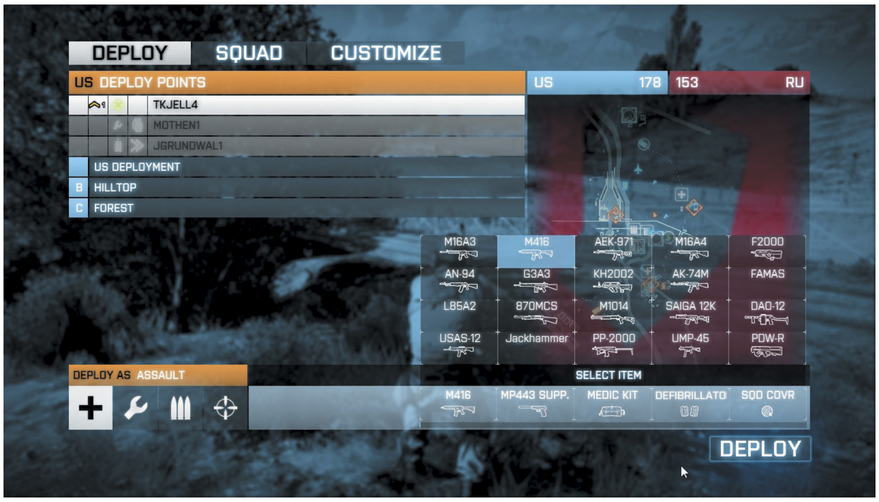
Health: By default your health is at 100 percent. But if you take damage, your health will drop—if it reaches 0 percent, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a Medic Kit dropped by an assault player. Stand (or lay) close to a Medic Kit to rapidly restore your health.

Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.

The heads up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. Rather, they are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

Basics

Spawn Screen


DEPLOY
SQUAD
CUSTOMIZE
US DEPLOY POINTS
TKJELL4
MOTHEN1
JGRUNDWAL1
US DEPLOYMENT
B HILLTOP
C FOREST
US 178
153 RU
M16A3
M416
AEK-971
M16A4
F2000
AN-94
G3A3
KH2002
AK-74M
FAMAS
L85A2
870MCS
M1014
SAIGA 12K
DAO-12
USAS-12
Jackhammer
PP-2000
UMP-45
PDW-R
DEPLOY AS ASSAULT
SELECT ITEM
M416
MP443 SUPP.
MEDIC KIT
DEFIBRILLATO
SQD COVR
DEPLOY

When you first join a game, the spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear.

It's possible to switch primary weapons from the spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen allowing you to select different sidearms, gadgets, and specializations.

You can also customize your primary weapon with accessories you've unlocked.

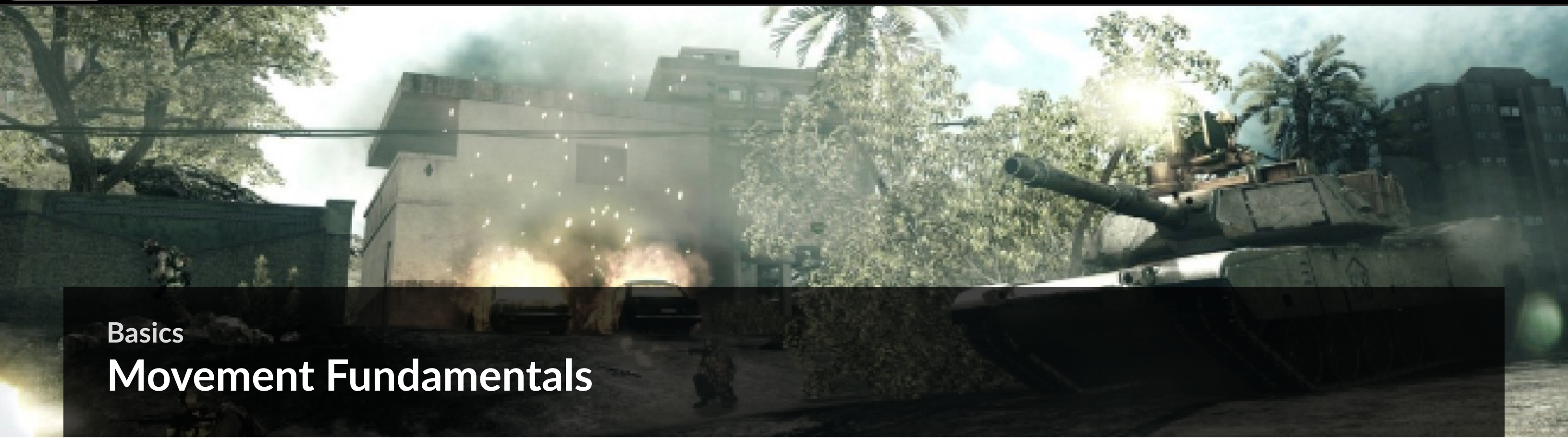
Once you're finished adjusting your loadout, return to the spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member.

Or if a recon squad member has deployed a Radio Beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points where you can spawn.

New to Battlefield 3, if there are jets or helicopters available, you can spawn directly into the pilot's seat of these idle aircraft.

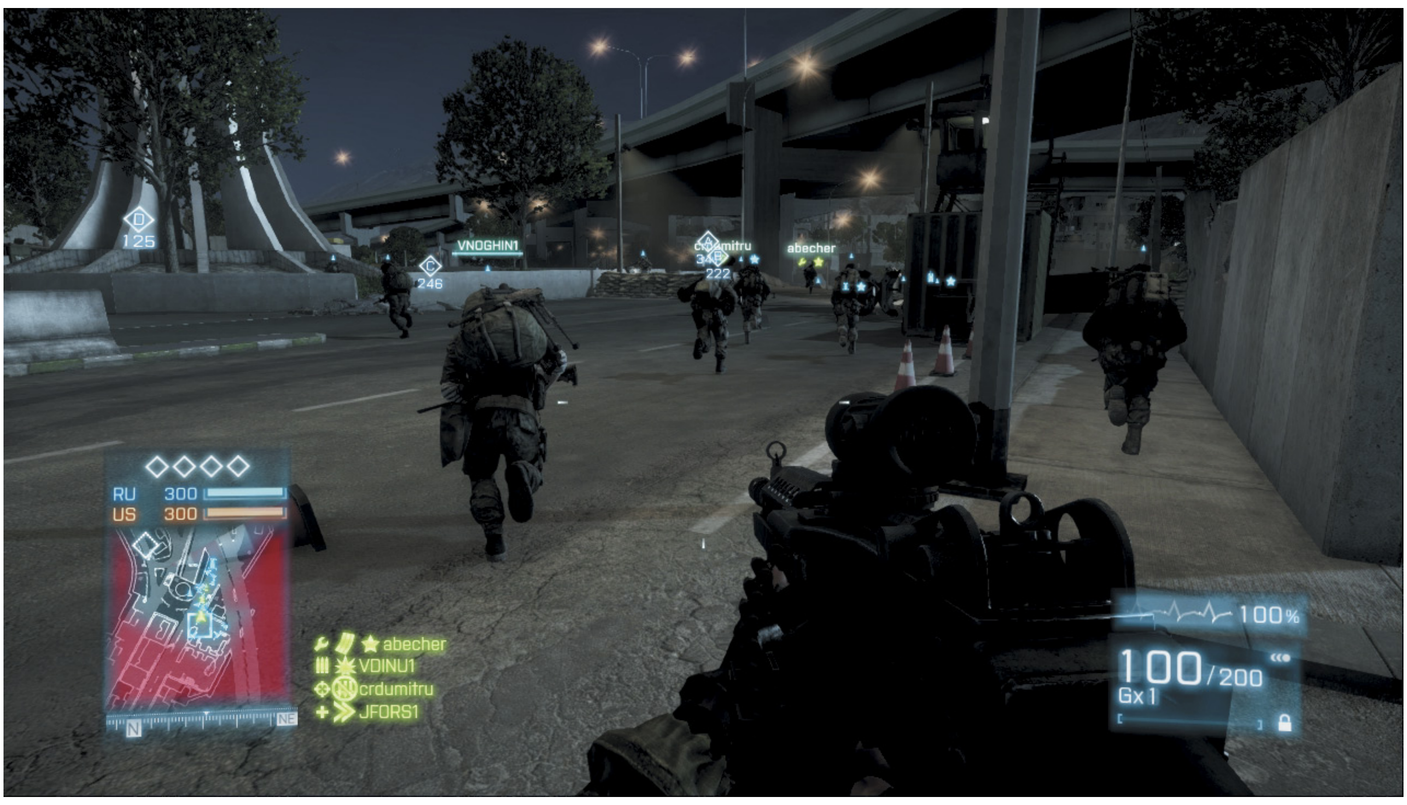
US troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point. As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support.

But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location, otherwise you may get killed as soon as you spawn into the game.



Basics

Movement Fundamentals



Sprinting is essential at the beginning of match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at moderate pace, which is ideal for getting around areas where threats are minimal.

While crouched, you move slower, and while prone, your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you.

These lower stances also cause the reticle to tighten up, indicating an increase in your weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

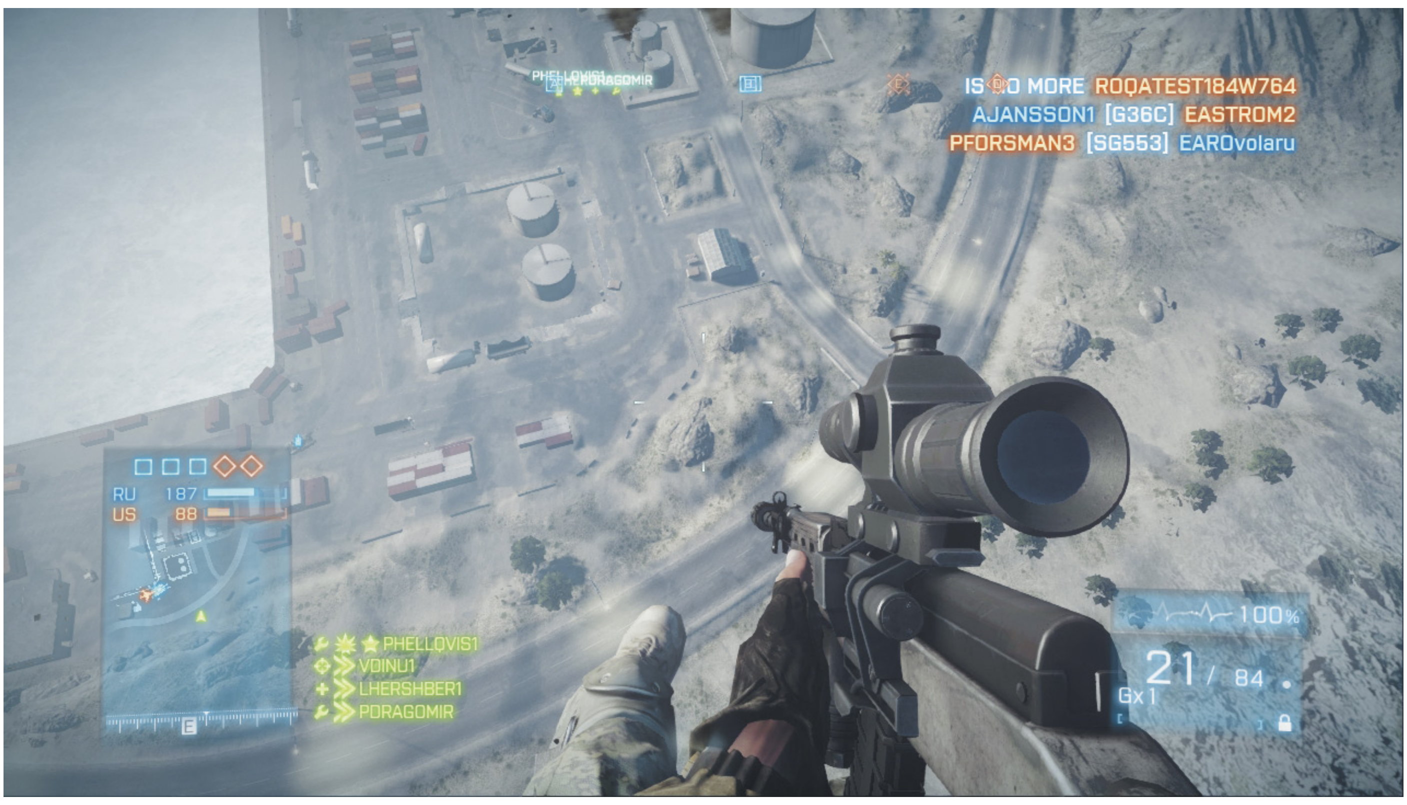
At times, it is better to move fast, by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to cross a dangerously open piece of ground as you move from one position of cover to another. But never sprint in tight, confined spaces where you're likely to encounter enemy troops.

If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While you're in the water you can't access your weapons; you are a sitting duck.

Parachutes



If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the jump button/key once to open your parachute.

You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground.

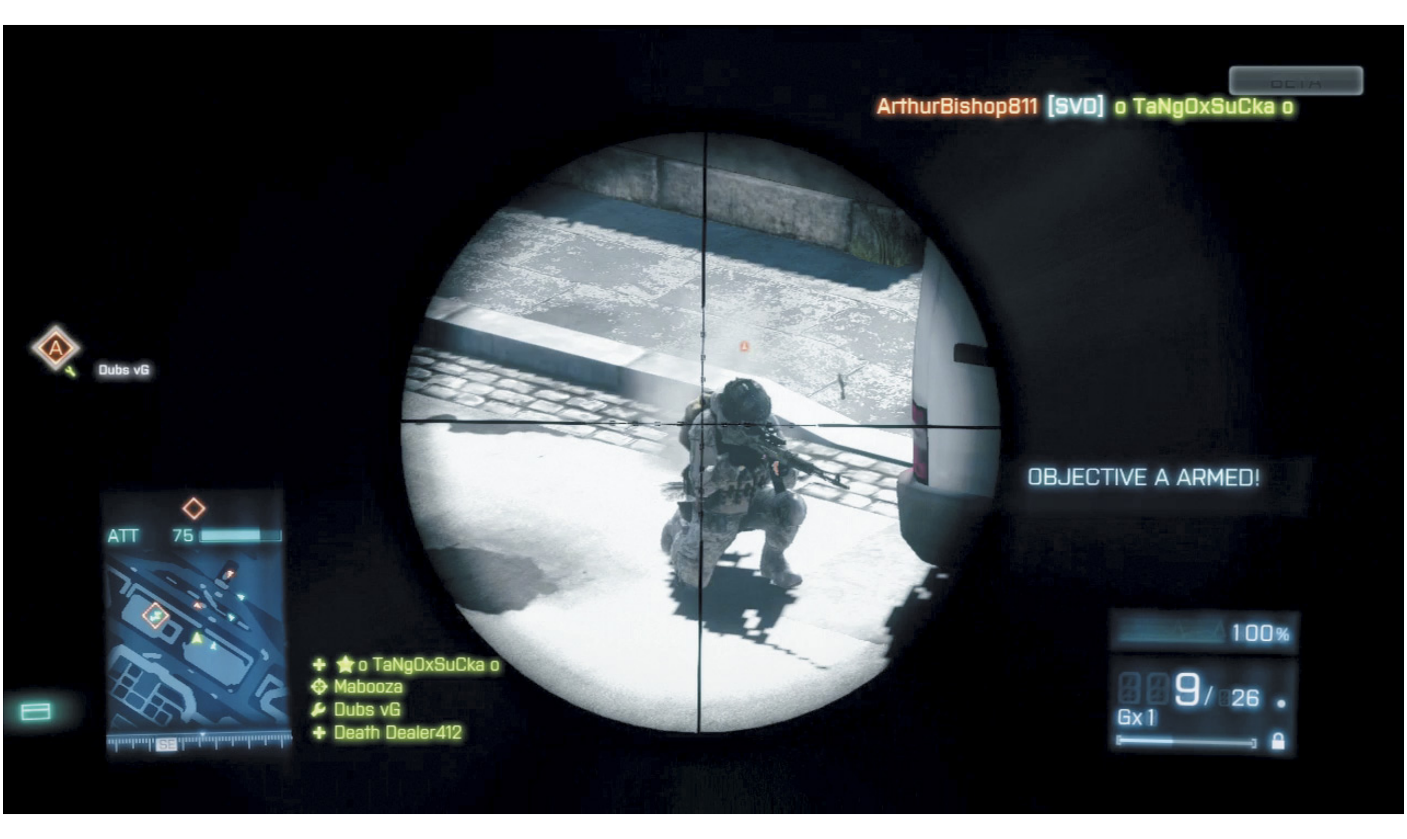
But the longer you're in the air, the more attention you're likely to attract. For this reason, free fall for as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Basics

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to place yourself in a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets



Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is.

Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets only remain spotted for approximately five seconds, but that's usually more than enough time for your team to take notice of the threat. Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight.

If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife

MIHREFORS1
US 181
RU 210
MANDERSS01 [KNIFE] VDINU1
MIHREFORS1
VDINU1
ZLUGMAIR2
0%
Gx -

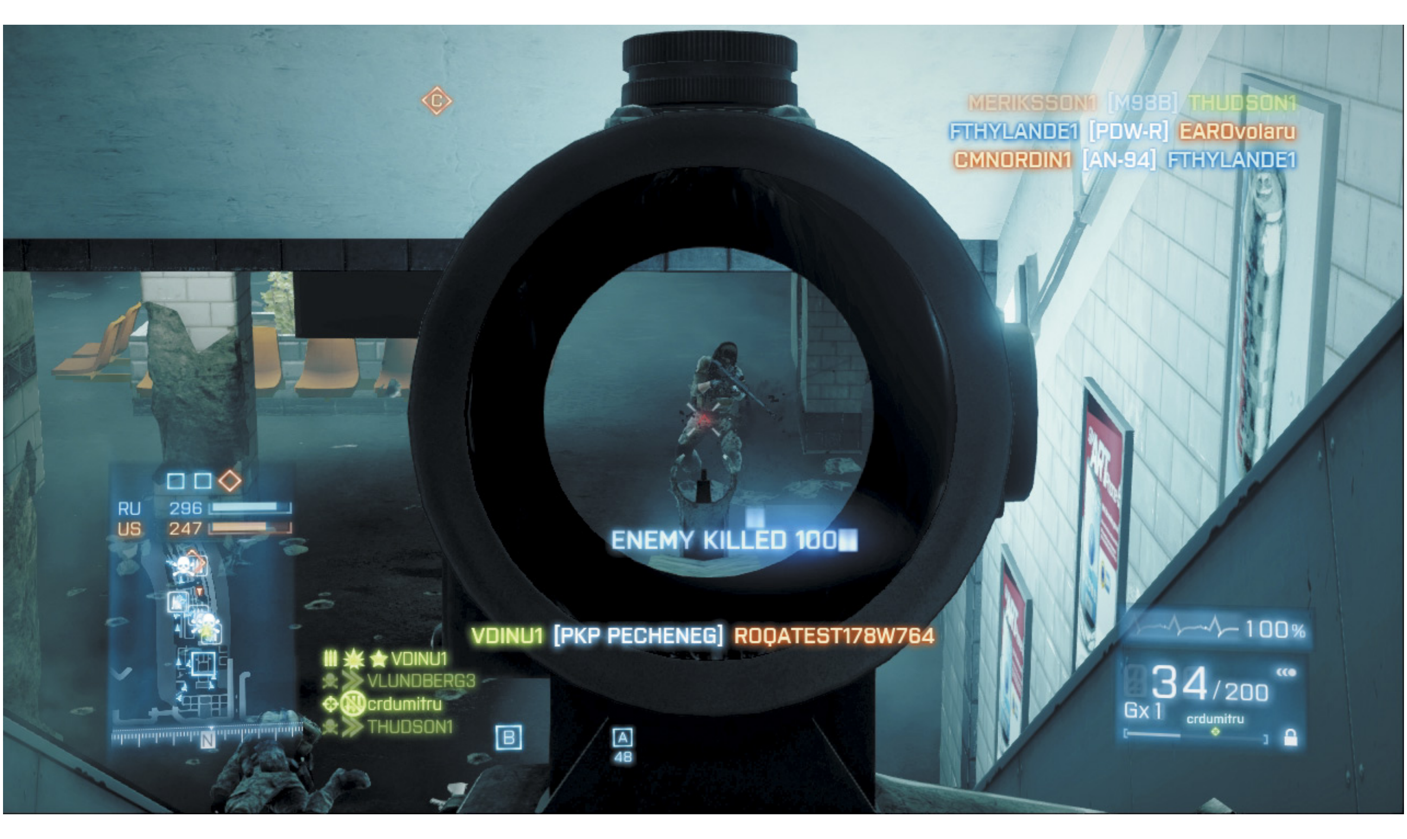
Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3.

So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank and sneak up behind unsuspecting opponents and knife them from behind. In Battlefield 3, it specifically takes a stealth kill from behind to grab another player's dog tag, where in earlier games a front knife kill would suffice.

Dog tags are now more private (as they are somewhat customizable) and therefore even harder to grab. In addition to scoring stealthy kills, the knife is also great for slicing through chain link fences and other obstacles.

Firearms


MERIKSSON1 [M98B] THUDSON1
FTHYLANDE1 [PDW-R] EAROvolaru
CMNORDIN1 [AN-94] FTHYLANDE1
RU 296
US 247
ENEMY KILLED 100
VDINU1 [PKP PECHENEG] ROQATEST178W764
VDINU1
VLUNDBERG3
crdumitru
THUDSON1
100%
34/200
Gx1
crdumitru

A subtle bloom animation appears at the center of the reticle, scope, or ironsight when your bullets strike your target.

As mentioned earlier, the reticle in the center of the screen is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the fire button.

For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, the weapons will continue to shoot as you hold down the fire button/key until they run out of ammo. Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes.

So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on target, fire in short bursts.

You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than by spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Ironsights and Scopes

Hawkzer [MK11 MOD 0] Heavyhitta22
o TaNgOxSuCka o
ATT 89
100%
15/ 48
Gx1

The reticle disappears when aiming through ironsights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should be used only at close range. To increase your accuracy, press the zoom button/key.

This will bring up the ironsight view, where you are actually looking through the weapon's sight to aim. The butt of the weapon is brought up to your shoulder to give you greater accuracy. If your weapon is equipped with a scope, the zoom button/key will provide a view through the scope rather than ironsight. It is a good idea to get in the habit of pressing the zoom button to bring up your ironsight before firing.

This is not only more accurate, but it also provides a zoomed-in view of the target. To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway that makes it difficult to aim. You can temporarily reduce this sway by holding your breath—hold down the sprint button/key. But this lasts only for a few seconds. You can completely eliminate scope sway by using a Bipod.

Tip

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades

Sortie
rue Catharine
av. de Faith
BOTTOSSON1 [.44 SCOPED] JFAGERLUN4
US 280
RU 241
70%
0/ 0
Gx0
ID_H_RELOAD_HINT

If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket that travels in a straight line, grenades travel in a parabolic arc due to their lower speed and the effect of gravity.

In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal line aiming points. For a short-range shot, use the top line.

The farther away your target is, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon up higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade.

One press of the grenade button/key causes the grenade to be thrown, which is shown as a orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw. When using grenades, it is important to understand how they work.

Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD.

So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Vehicles

FSEEHUUSE3 [T-90A] Fnotte
MLIDGREN1 CONNECTED
MMAGGIT01 CONNECTED
NEKSTRAND2 CONNECTED
14
255
RU 399
US 396
DRIVER KILL ASSIST 10
AIRIMIEA1
100%
CHORNED1
VDINU1
SLINDE3
AIRIMIEA1
VDINU1
FENGLUND2
THUDSON1
VDINU1

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

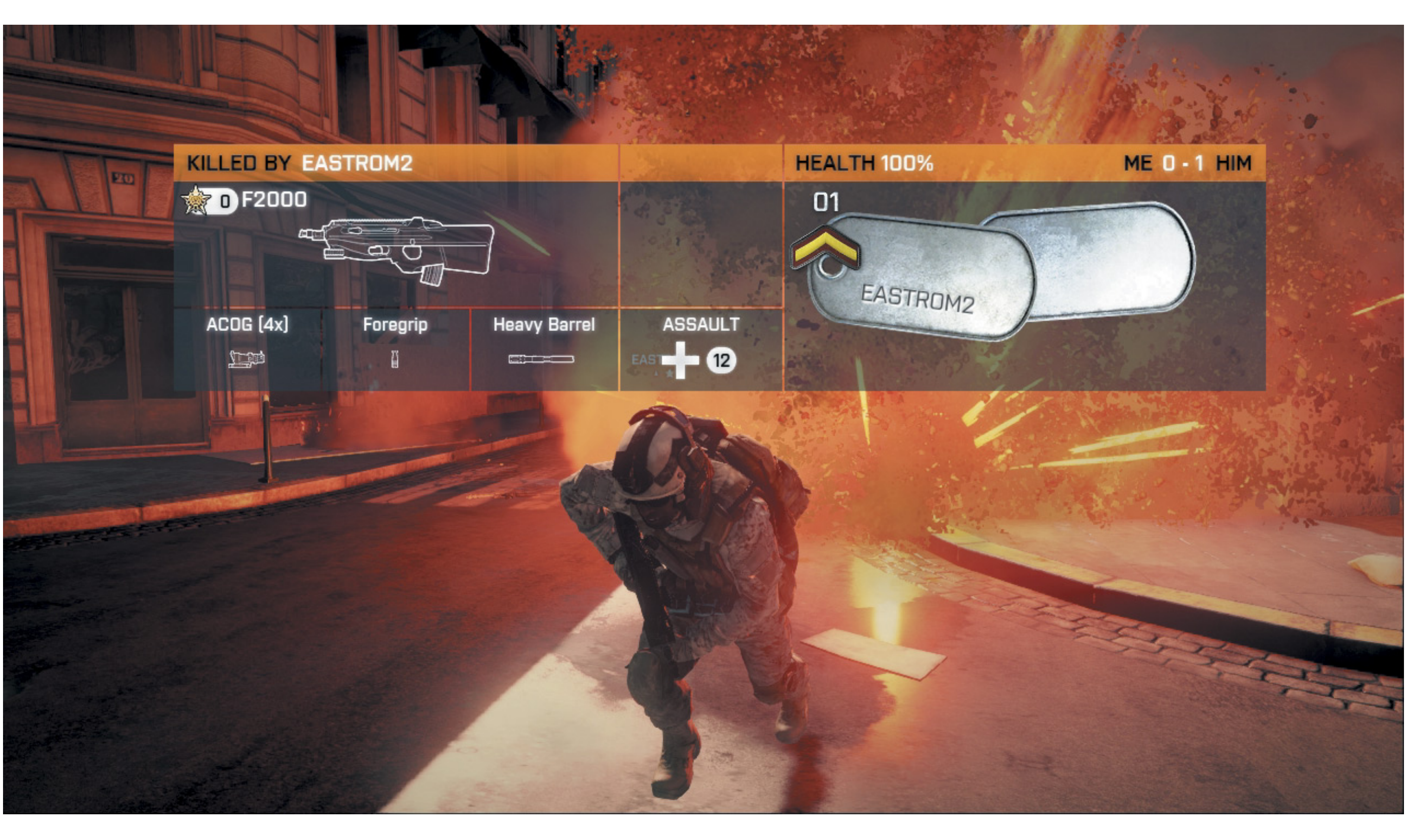
The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, yet they all are driven with similar controls.

All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats until you find the seat you want.

The driver has control of a vehicle's movement and, in the tanks and IFVs, also controls the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons.

So make sure all crew positions are filled before leaving a base or deployment area. For more information on the various types of vehicles in the game, see the Vehicles chapter.

Kill Cam



Every time you die you get a brief glimpse of your killer through the kill cam. This screen appears briefly immediately after your death, providing a shot of the player who killed you as well as their name, rank, health, kit, weapon, specialization, and dog tags.

The kill cam also shows any kit, weapon, or vehicle service stars your killer has obtained. It may seem like a a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match.

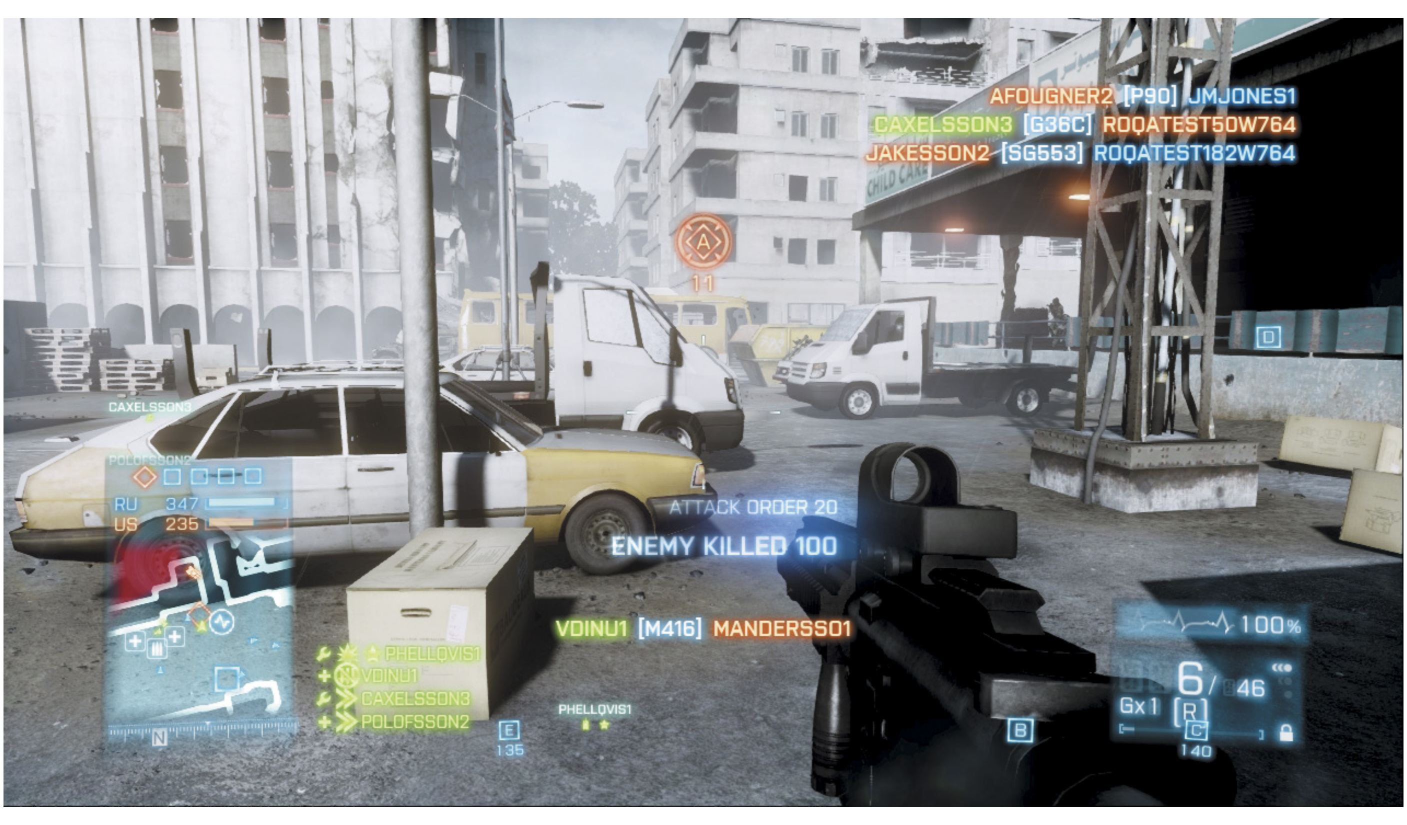
Through the kill cam, victims can see approximately where an enemy player is camping and exact revenge once they respawn. So make a habit of moving frequently, or else you're likely to find one of your angry victims sneaking up behind you with a knife.

Basics

Game Modes

There are five game modes spread across nine different maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Team Deathmatch ramps up the intensity for those who prefer nonstop action.

Conquest/Conquest 64



In Conquest, you must be within a flag's capture radius to raise or protect your team's flag.

Max Players: 24 Console/64 PC

This classic Battlefield game mode is back. Your team must dominate the area of operations by capturing control points and holding them. Simply stand next to a flag pole at a control point to raise your team's flag as long as you are in majority in the area – the more teammates there are in the flag's capture radius, the faster the flag is raised. You can drain the enemy ticket count by holding more than half of the control points on the map and killing enemies also reduce their available tickets.

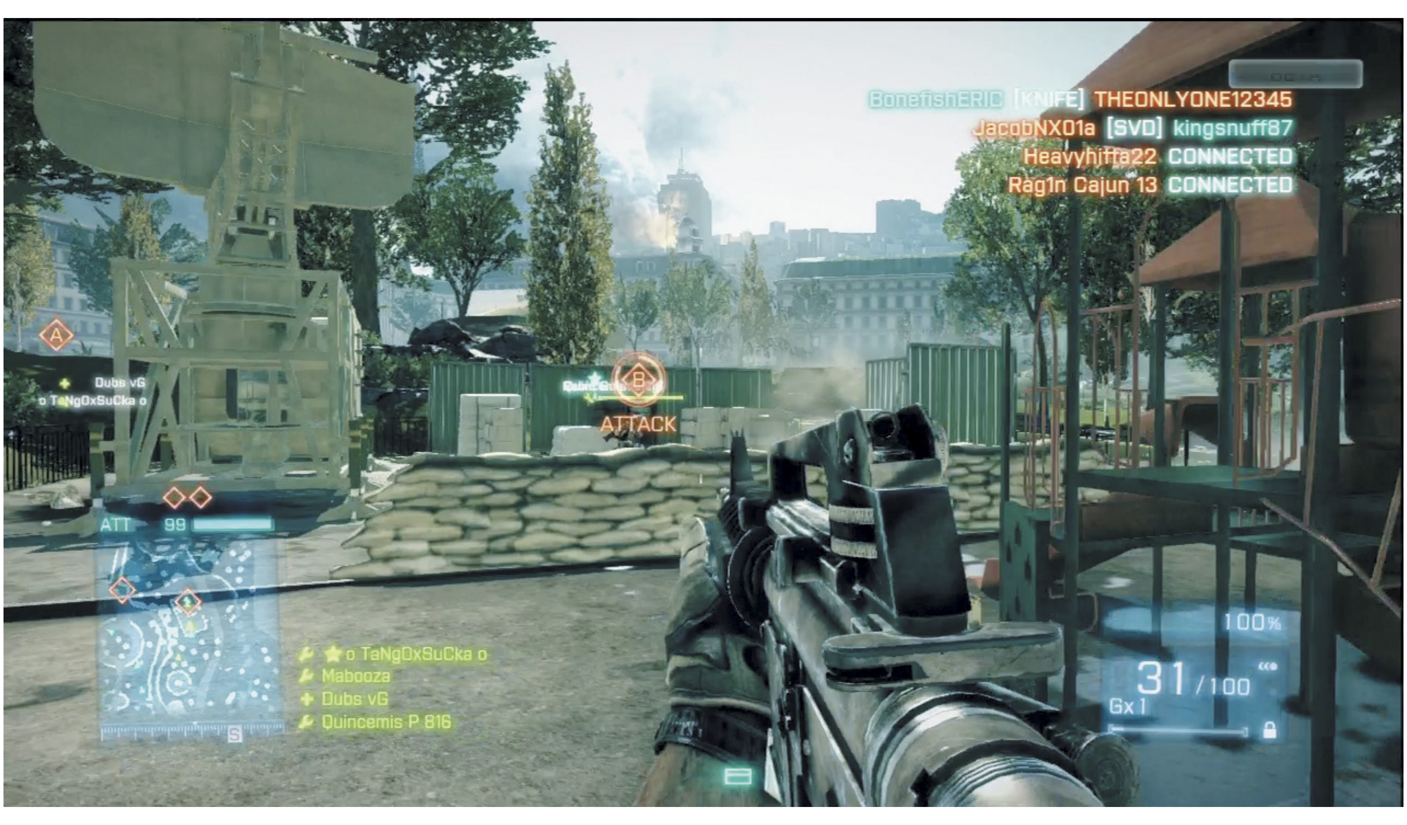
Once captured, some control points provide vehicles and stationary weapons, so leave some personnel back to defend these locations. Both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first, loses the match.

You can drain the enemy ticket count by holding more than half of the control points on the map. So if there are four control points, all you need to do is hold three to initiate a ticket drain. So capture a majority of the control points early on and stay put, thereby forcing the enemy to attack your defended positions.

Hardcore Mode

Hardcore mode is back, available on all game modes. This setting removes most of the HUD elements, including the reticle. Therefore, you must aim using the weapon's ironsight or scope view. Friendly fire is turned on, so watch your fire around teammates, especially when using explosive weapons. The weapons also inflict much more damage, making for a hyper-realistic Battlefield experience designed specifically for experts.

Rush



Destroying and defending objectives known as M-COM stations is the focus of Rush matches.

Max Players: 24 Console/32 PC

In this game mode, one team is the attacker while the other is the defender. On the map there are several bases controlled by the defender—the US team always attacks and the RU team always defends. The attacker's objective is to destroy the two M-COM stations at each base.

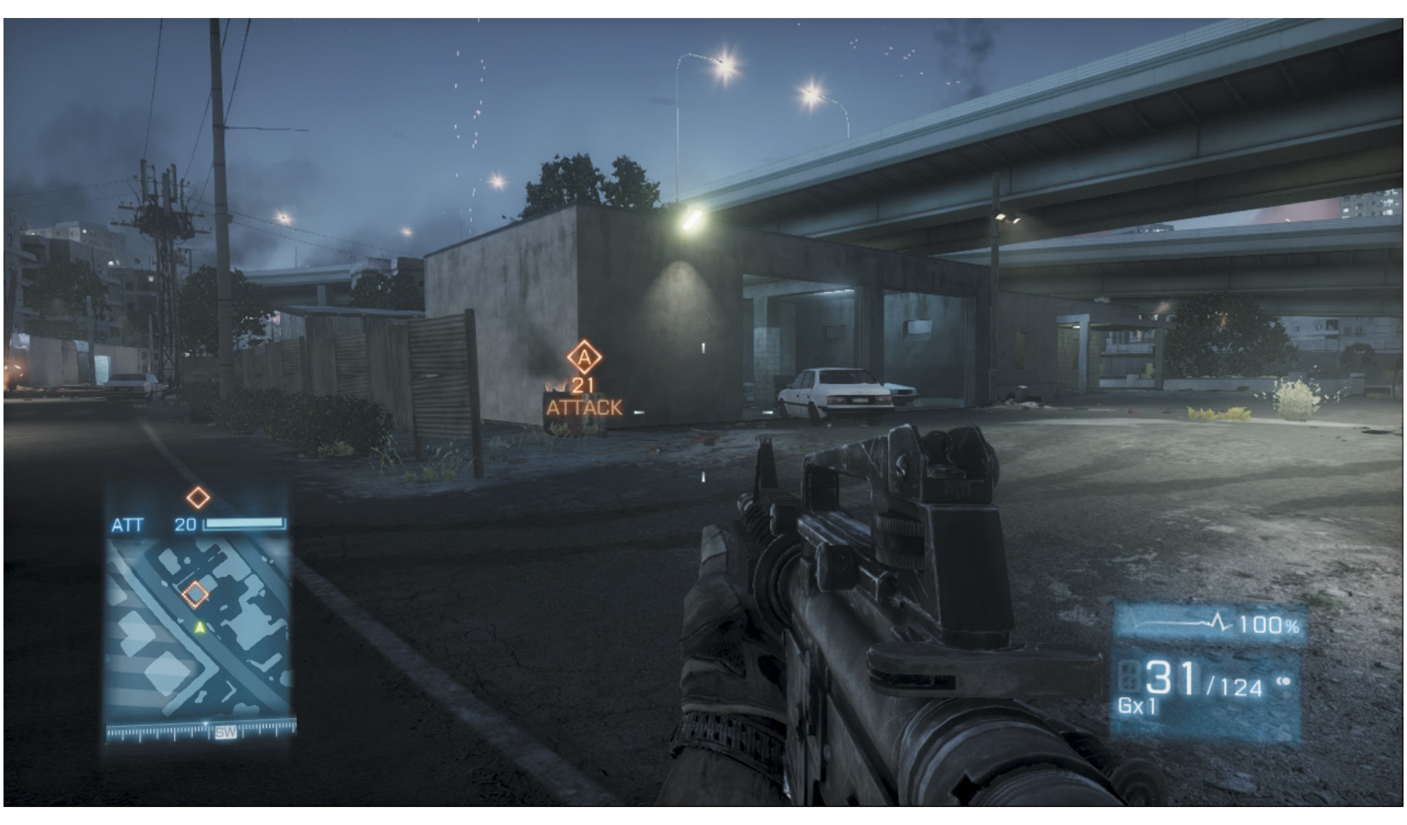
Once both stations have been destroyed, that base is considered destroyed and the defender receives a new base to defend with two more M-COM stations. The attacker has a limited number of tickets at the beginning of a match, which is shown just above the minimap. Whenever an attacking soldier dies, it costs a ticket for the soldier to respawn on the map.

Once the tickets run out, the attackers can't spawn new soldiers back onto the map and the defenders win. However, once the attacker destroys a base, the team gets more tickets as well as a new set of vehicles. The defenders do not have to worry about tickets—they have an unlimited number of respawns. The defender wins by eliminating all attackers and reducing their tickets before they can destroy all the M-COM stations on the map.

Note

M-COM stations can no longer be destroyed by explosive weapons or falling debris from collapsed buildings. Therefore soldiers must approach each objective and physically plant a charge on it; stand next to an M-COM station and hold down the interact button/key to arm or disarm a charge.

Squad Rush



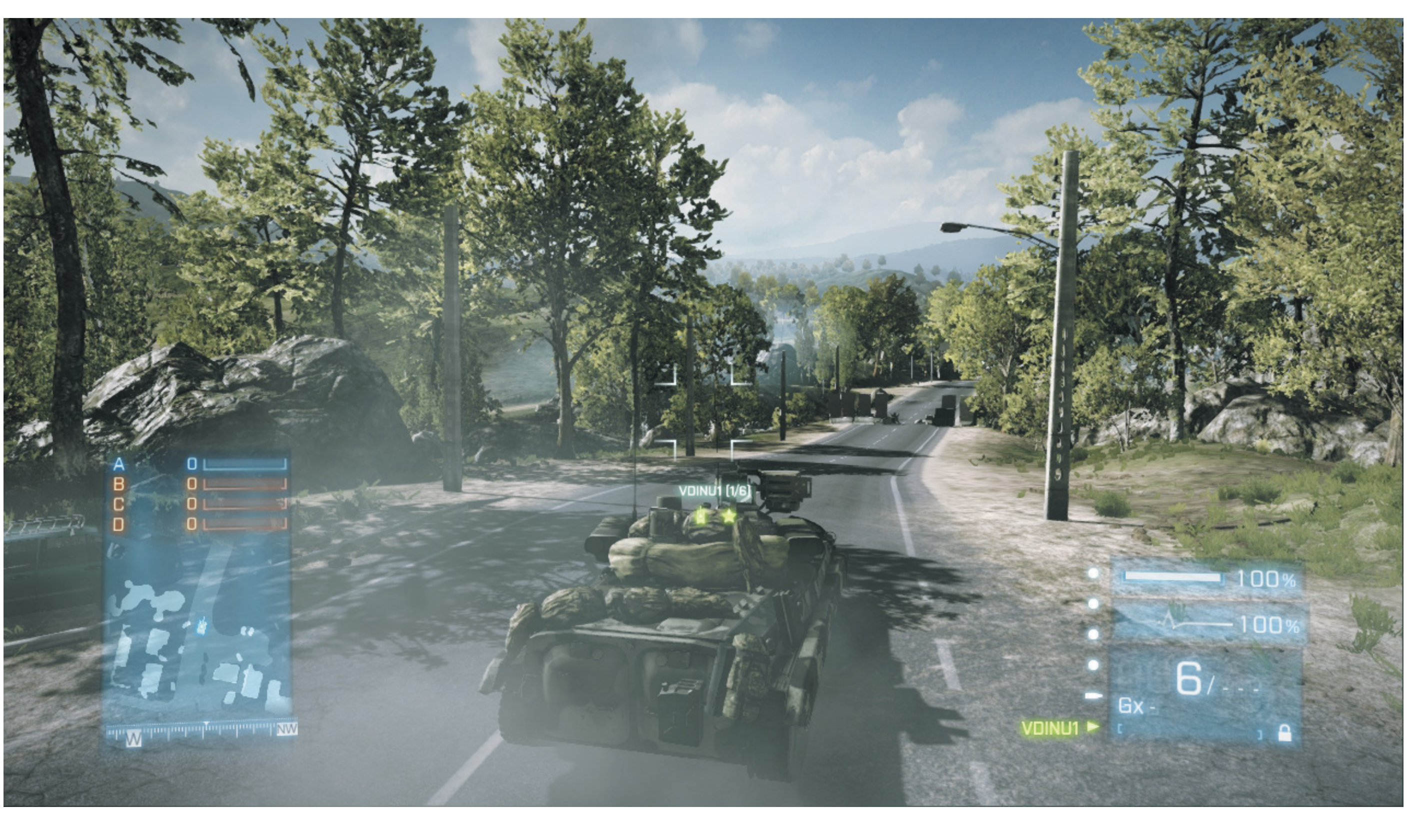
Despite the low player count, always approach an M-COM station cautiously in Squad Rush.

Max Players: 8

Squad Rush is a modified version of Rush that pits two squads against each other in a compact attack/defend style game. In this mode there are only two zones, with only one M-COM station positioned at each.

It's the job of the defending team's four-player squad to defend each base's M-COM station against the four-player attacking squad. The gameplay is identical to Rush, but on a much smaller scale that emphasizes infantry combat. Teamwork is essential if you wish to come out on top, so stay together and keep the lines of communication open at all times.

Squad Deathmatch



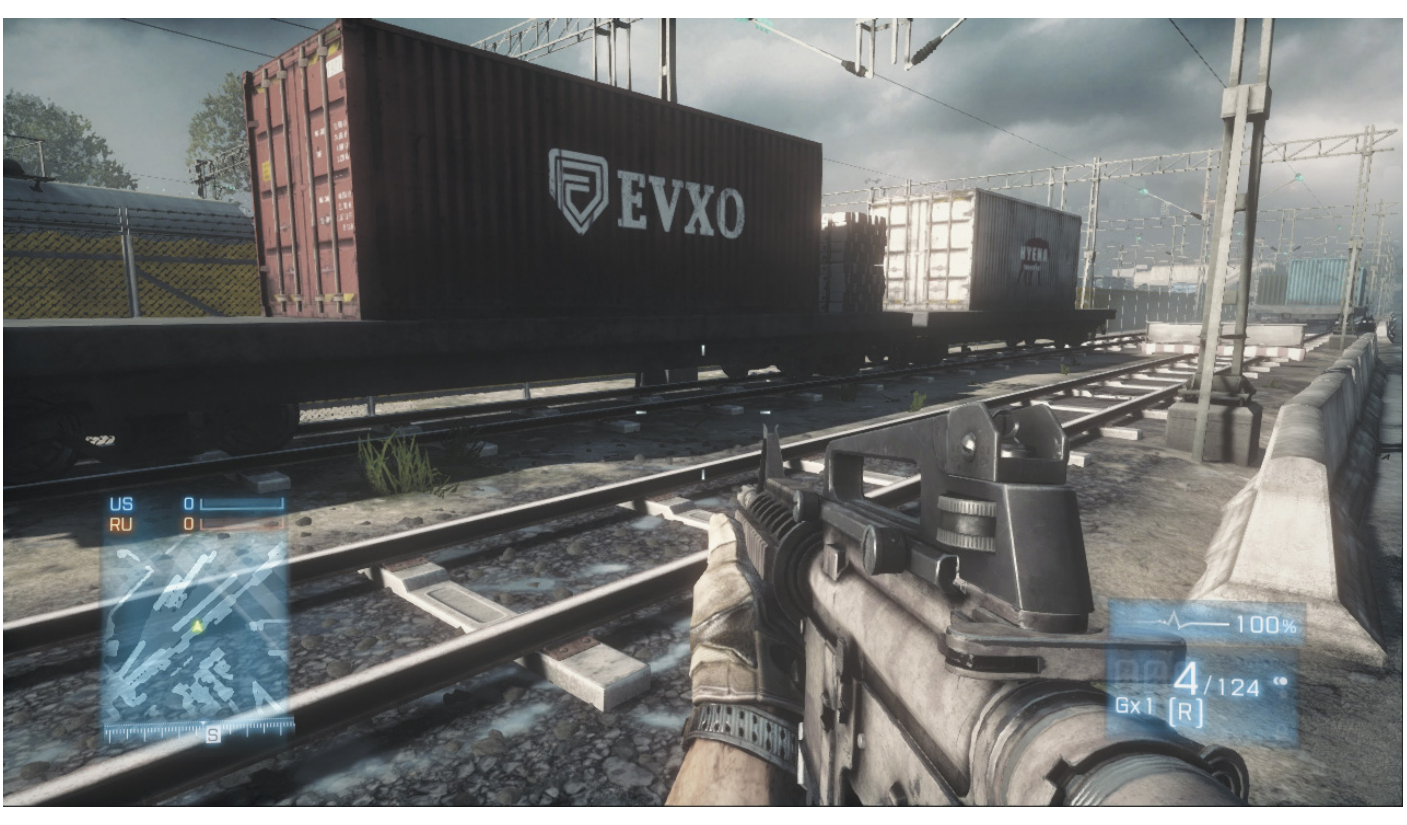
In Squad Deathmatch, try to take control of the IFV to give your team a big score boost.

Max Players: 16

In this mode there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. To make things more interesting, each Squad Deathmatch map contains one Infantry Fighting Vehicle (IFV) that spawns in one of four possible locations.

Whoever can take control of this vehicle gains a huge advantage in firepower. But while manning the vehicle, be aware that there are three other squads gunning for you. As you can imagine, this is a very fast-paced game mode that is best played with good squad mates you can rely on to watch your back. Stay together, and stay alive!

Team Deathmatch



If you can't find any teammates nearby, immediately seek cover—this game mode does not favor solo players.

Max Players: 24 Console/32 PC

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, which is represented by the numbers and status bars above the minimap.

It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary.

For example, if both teams are close to scoring the requisite points for a win, play it safe to avoid giving the enemy team the kills they need. Squads are still available in Team Deathmatch, but you can't spawn on squad members.

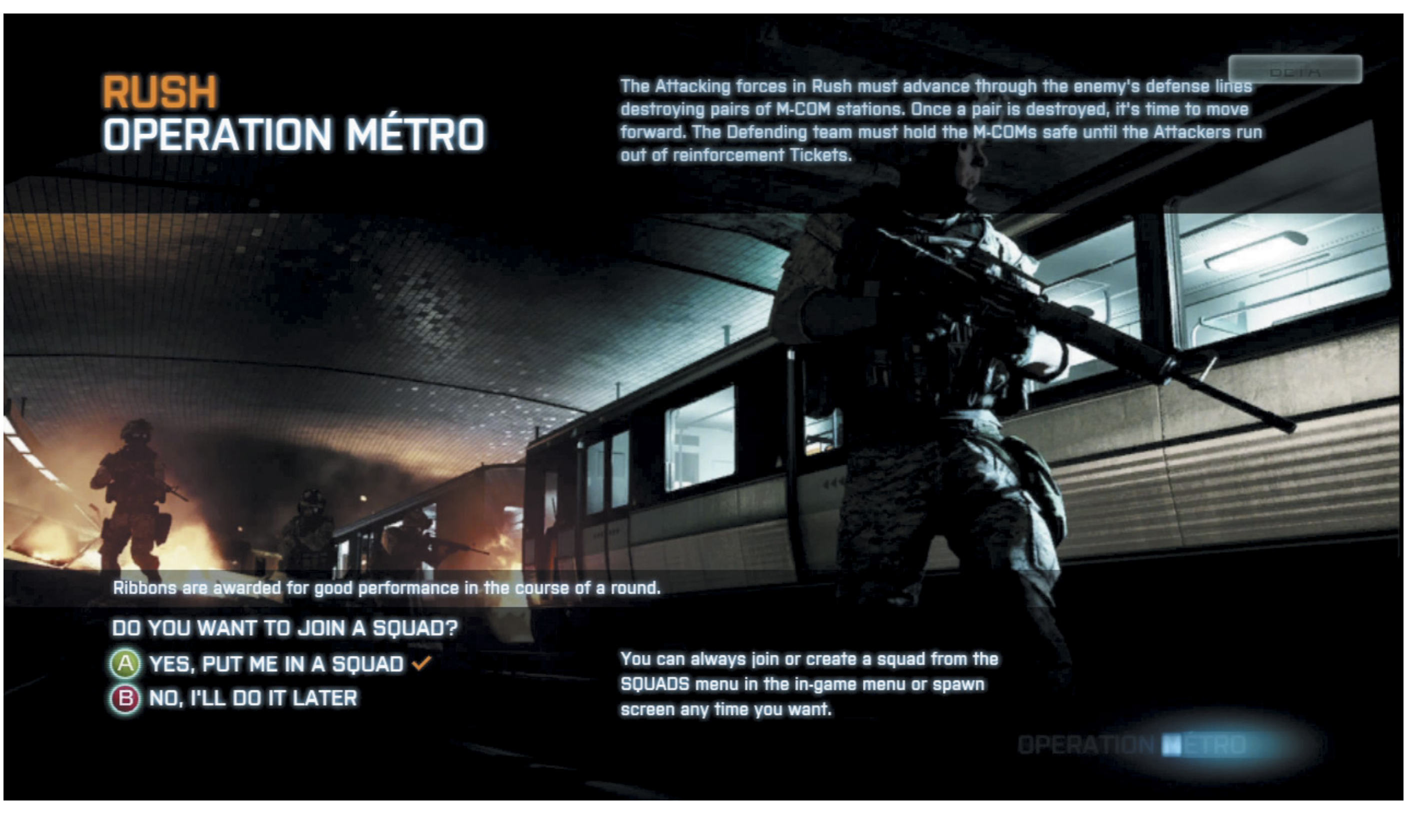
Basics

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets.

Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single, unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points that boost your score and fast-track promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad


RUSH
OPERATION MÉTRO
DO YOU WANT TO JOIN A SQUAD?
A YES, PUT ME IN A SQUAD ✓
B NO, I'LL DO IT LATER
OPERATION MÉTRO

The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

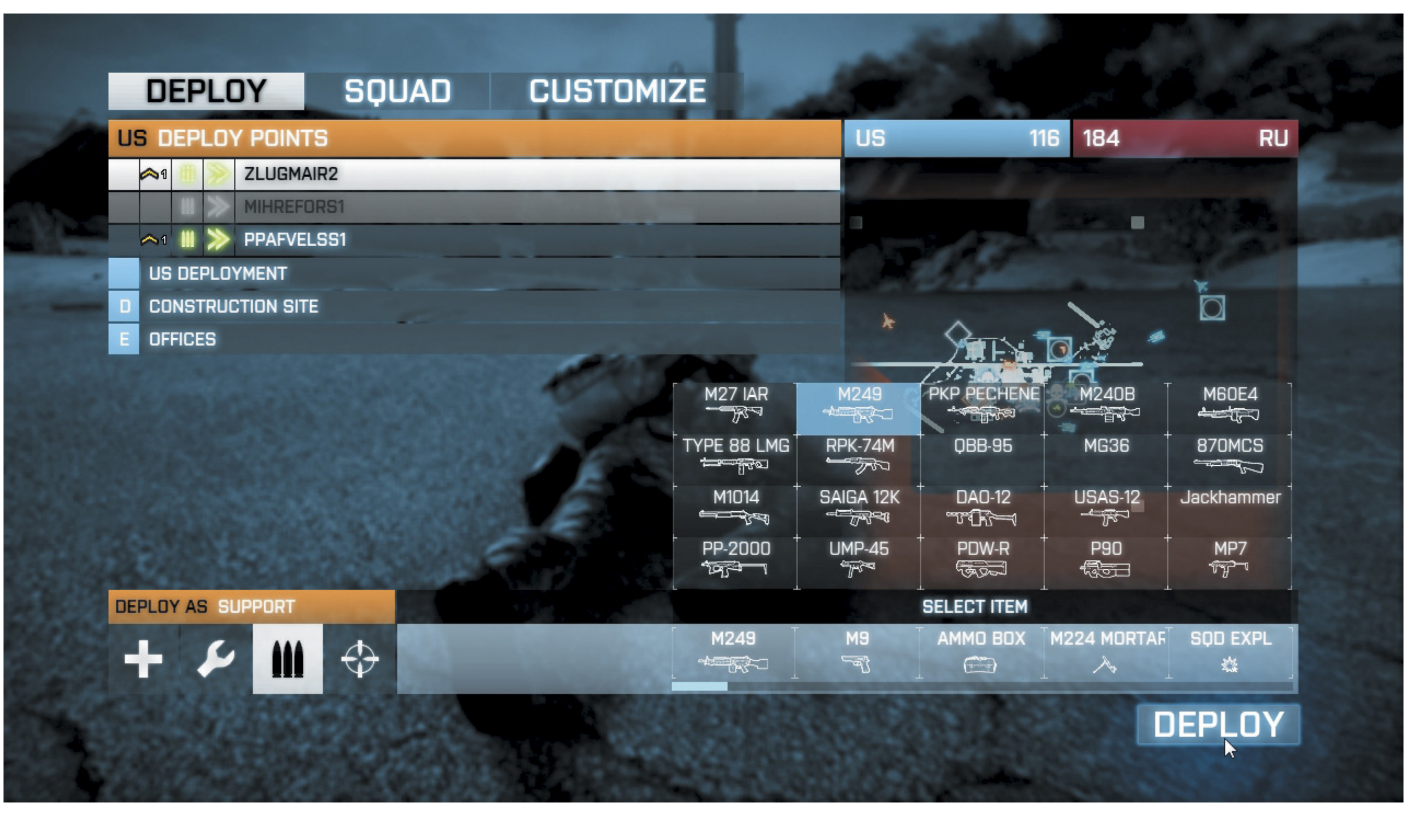
You can join a random squad while a multiplayer map is loading .

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squad mates are complete strangers, so say hi and ask what kit they will use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer Quickmatch menu and send invitations to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side.

However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.

Squad Spawn


DEPLOY
SQUAD
CUSTOMIZE
US DEPLOY POINTS
ZLUGMAIR2
MIHREFORS1
PPAFVELSS1
US DEPLOYMENT
D CONSTRUCTION SITE
E OFFICES
US 116
184 RU
M27 IAR
M249
PKP PECHENE
M240B
M60E4
TYPE 88 LMG
RPK-74M
QBB-95
MG36
870MCS
M1014
SAIGA 12K
DAO-12
USAS-12
Jackhammer
PP-2000
UMP-45
PDW-R
P90
MP7
DEPLOY AS SUPPORT
SELECT ITEM
M249
M9
AMMO BOX
M224 MORTAR
SQD EXPL
DEPLOY

If you spawn on a squad mate who is prone, you'll enter the game prone as well .

One of the huge benefits of playing in a squad is the ability to spawn on any squad mate. In the spawn screen you can see a number of spawning options, including your team's base and control points.

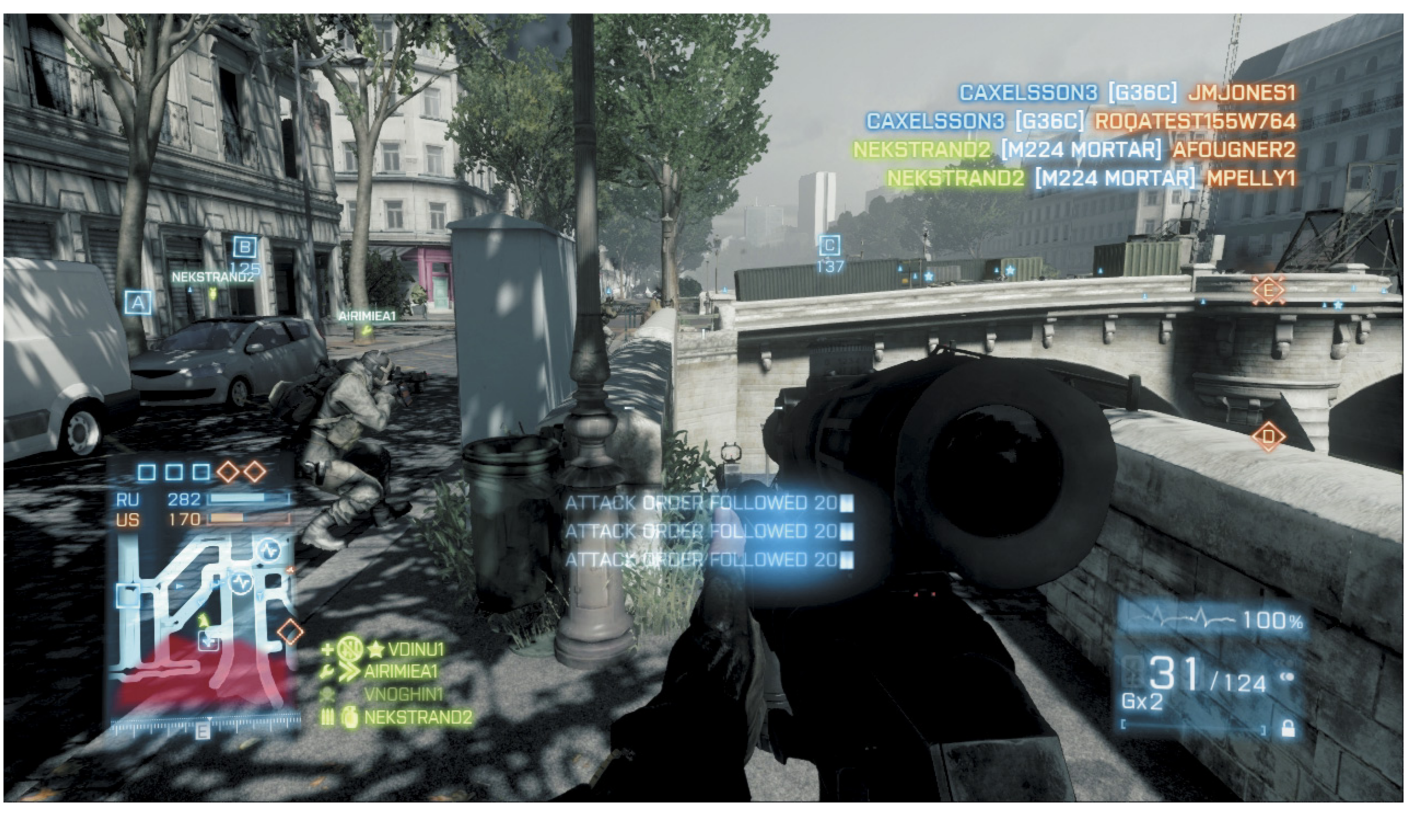
If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are.

Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone. You can also spawn on any squad member who is in a vehicle with unoccupied seats.

New to Battlefield 3 are Radio Beacons, which are deployed by recon troops. Radio Beacons can be placed almost anywhere on the map and serve as forward spawn points for your squad.

This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your Radio Beacon is placed, otherwise they may camp nearby and pick off your squad mates as they enter the game.

Teamwork


CAXELSSON3 [G36C] JMJONES1
CAXELSSON3 [G36C] ROQATEST155W764
NEKSTRAND2 [M224 MORTAR] AFOUGNER2
NEKSTRAND2 [M224 MORTAR] MPELLY1
A
B
125
NEKSTRAND2
AIRIMIEA1
C
137
E
D
RU 282
US 170
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20
VDINU1
AIRIMIEA1
VNOGHIN1
NEKSTRAND2
100%
31 /124
Gx2

Issuing and following squad orders is a simple way to boost your score .

Once in the game, you can identify your squad mates by the green name tags above their heads accompanied by their kit icon—they also show up as green triangles on the minimap.

Other teammates have blue name tags above their head while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack.

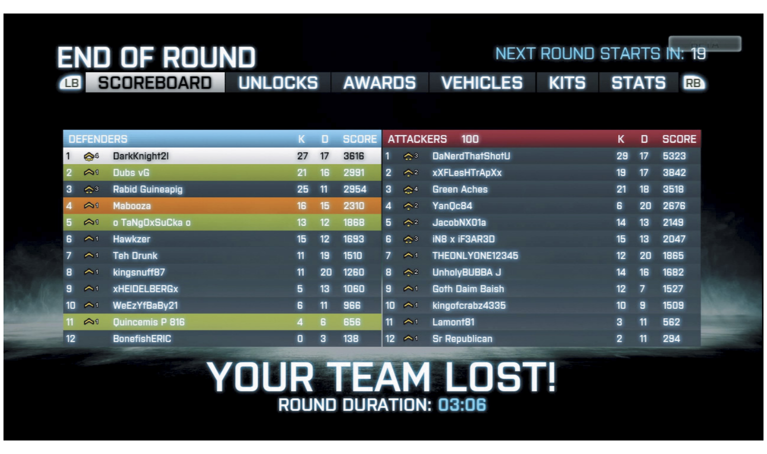
Instead, try to stay within each others' line of sight. By simply communicating and working together you can gain a huge advantage over your opponents, especially those that wander off by themselves.

In addition to talking to each other over your headsets, use the target spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders so watch for blinking boxes around objectives like M-COM stations and control points.

If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order result in a Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses.

So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Note


END OF ROUND
NEXT ROUND STARTS IN: 19
LB SCOREBOARD
UNLOCKS
AWARDS
VEHICLES
KITS
STATS RB

	DEFENDERS	K	D	SCORE		ATTACKERS 100	K	D	SCORE
1	DarkKnight2l	27	17	3616	1	DaNerdThatShotU	29	17	5323
2	Dubs vG	21	16	2991	2	xXFLesHTrApXx	19	17	3842
3	Rabid Guineapig	25	11	2954	3	Green Aches	21	18	3518
4	Mabooza	16	15	2310	4	YanQc84	6	20	2676
5	o TaNgOxSuCka o	13	12	1868	5	JacobNX01a	14	13	2149
6	Hawkzer	15	12	1693	6	iN8 x iF3AR3D	15	13	2047
7	Teh Drunk	11	19	1510	7	THEONLYONE12345	12	20	1865
8	kingsnuff87	11	20	1260	8	UnholyBUBBA J	14	16	1682
9	xHEIDELBERGx	5	13	1060	9	Goth Daim Baish	12	7	1527
10	WeEzYfBaBy21	6	11	966	10	kingofcrabz4335	10	9	1509
11	Quincemis P 816	4	6	656	11	Lamont81	3	11	562
12	BonefishERIC	0	3	138	12	Sr Republican	2	11	294

YOUR TEAM LOST!
ROUND DURATION: 03:06

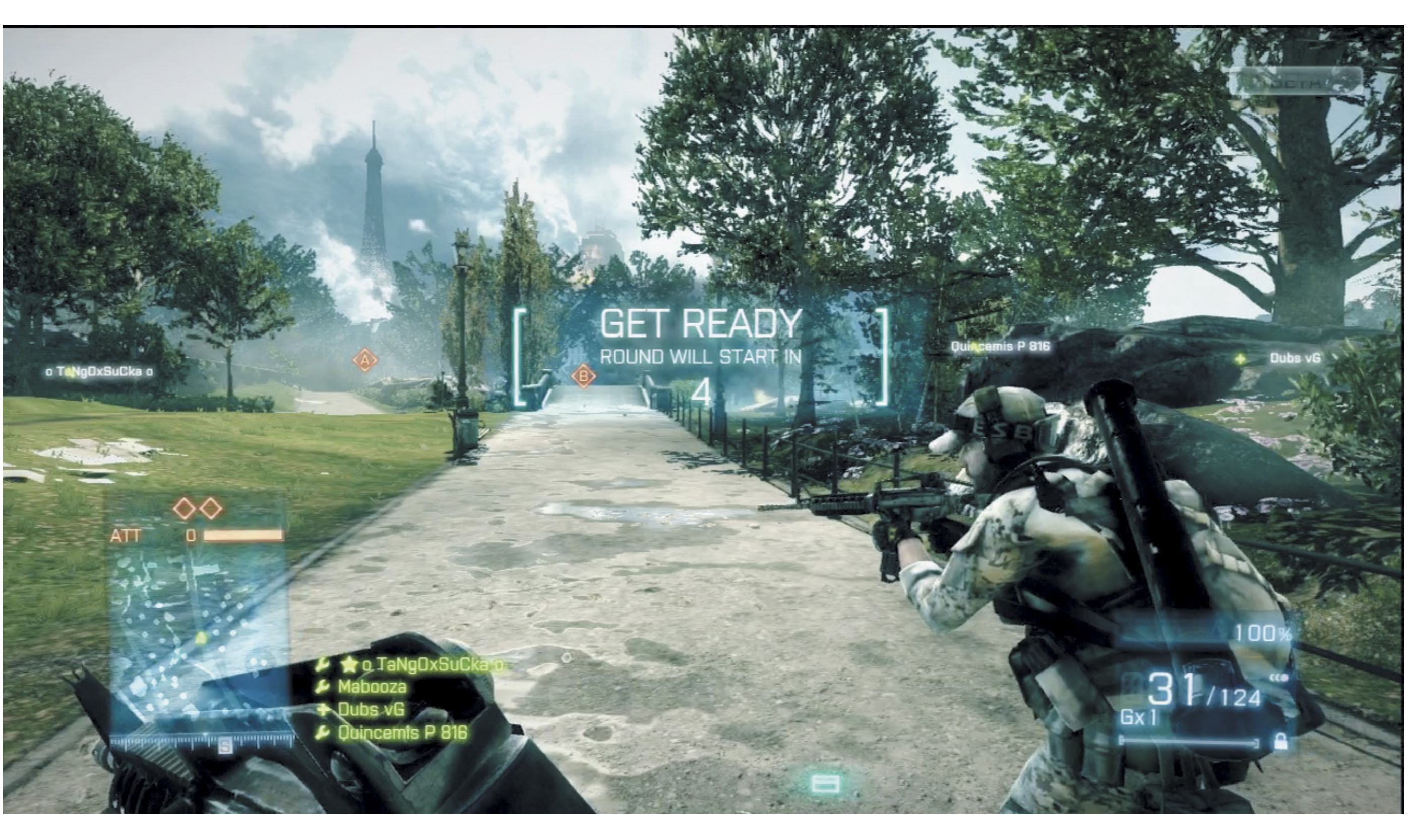
You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squad mates is highlighted by a green bar—your name is highlighted with an orange bar.

Basics

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. Both movement and weapons have already been covered, so this section focuses on using the two together.

Plan Ahead



Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying.

The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives.

Do you have to destroy a target, defend a position, or just get to a certain point on the map?

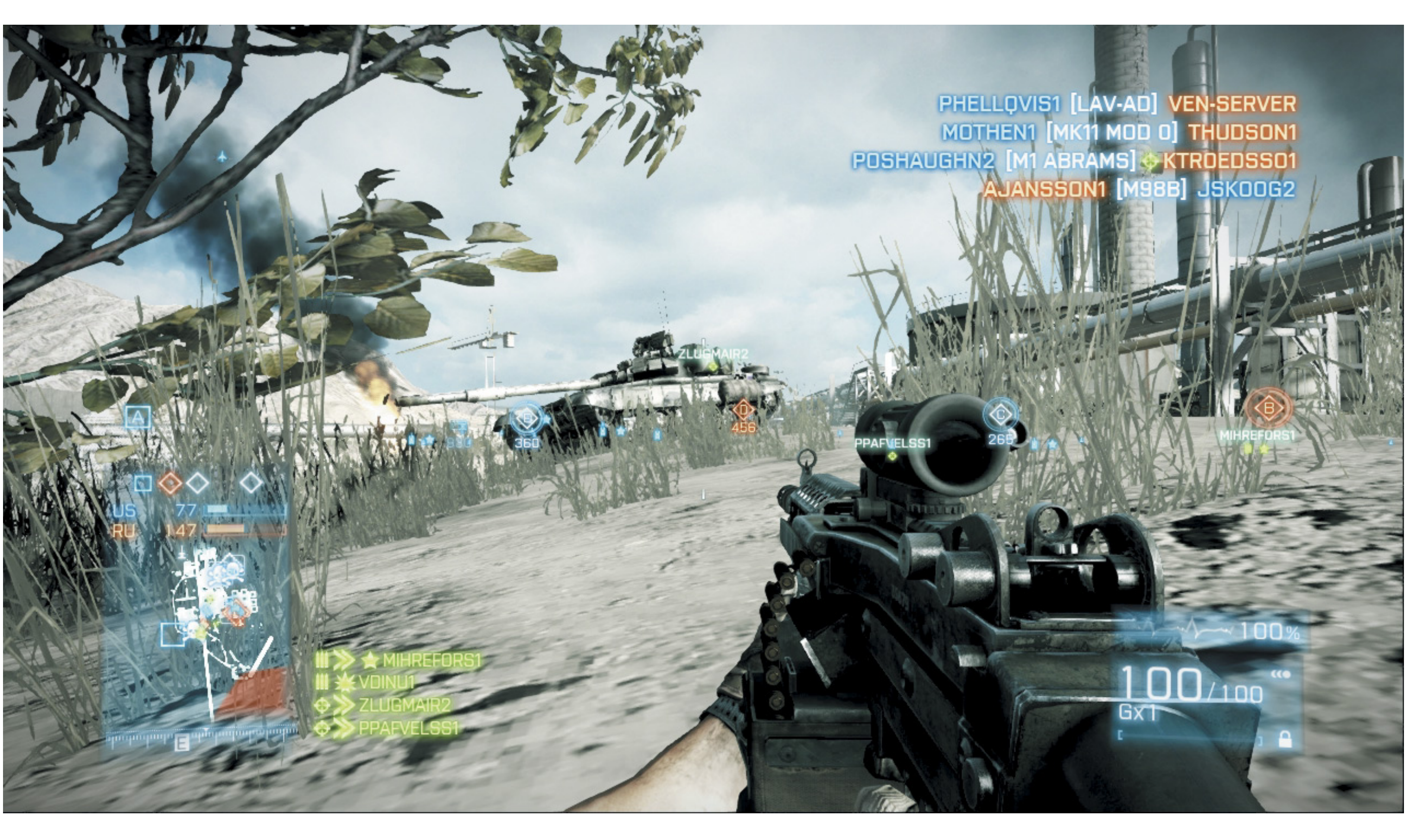
Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself.

Once you have determined how to get to the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter?

Finally, you need to take into account your opposition. What does the enemy have and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes.

Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover



If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe.

The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small arms fire such as rifle bullets, but not stop the heavier machine gun fire.

Walls of buildings will stop machine gun fire, but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover.

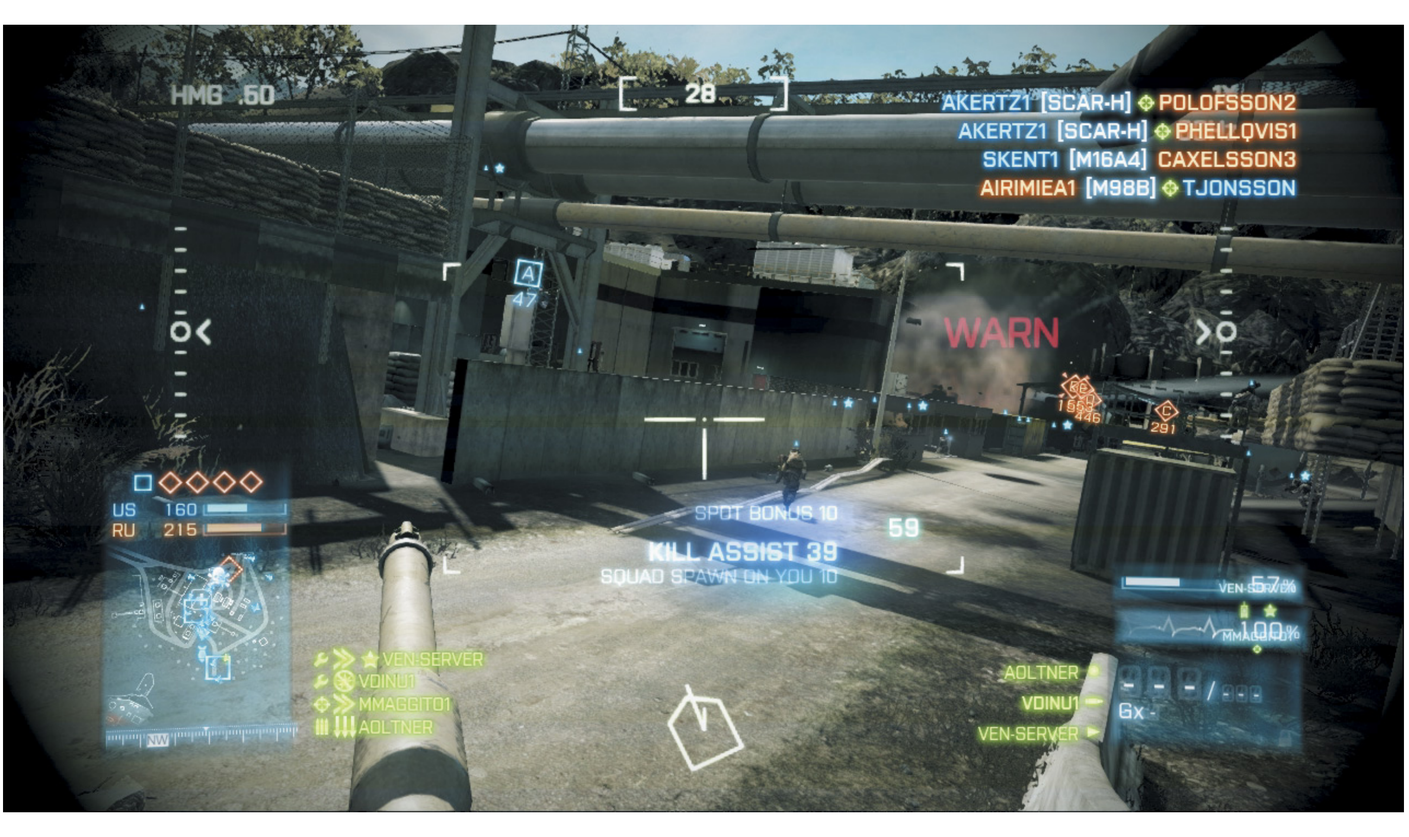
The only reason you leave cover is to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover.

This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target.

Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking out your target in the process.

Destructible Environments



Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use.

For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear out the threat with close-range combat.

However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it. If an enemy was on the other side of the wall, that threat might be killed.

Otherwise, you can then use direct fire to kill the enemy, since you destroyed the wall that was providing cover.

Often, structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions that they might not expect.

While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position.

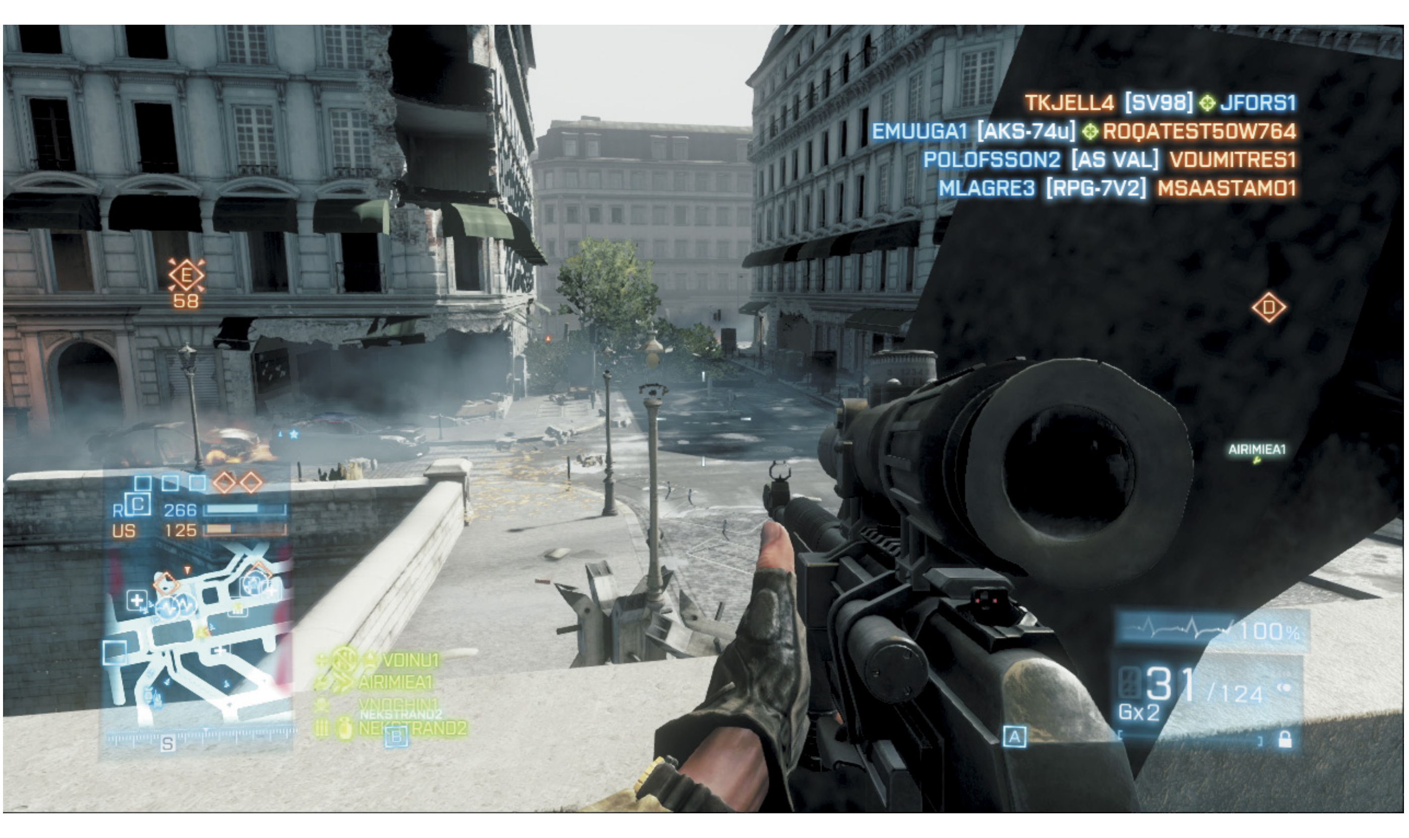
Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Tip

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds that indicate an imminent collapse.

This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat



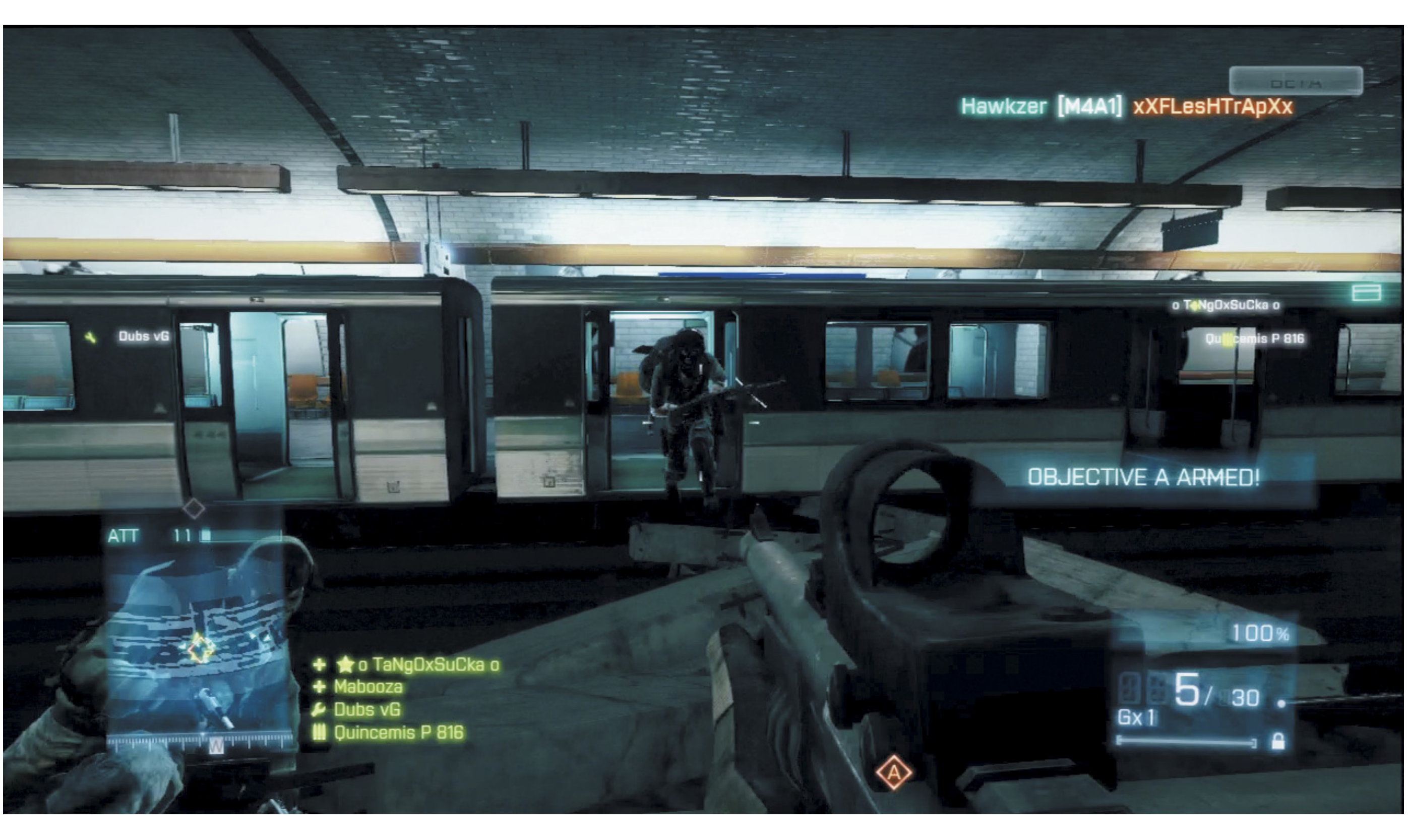
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range.

The key to winning at long range is to take your time. Drop prone, stay still, and use ironsights or scopes to increase your magnification and accuracy.

As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Close-Quarters Combat



Quick reflexes trump accuracy in close-quarters gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting.

However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and PDWs are great for close-quarters combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners.

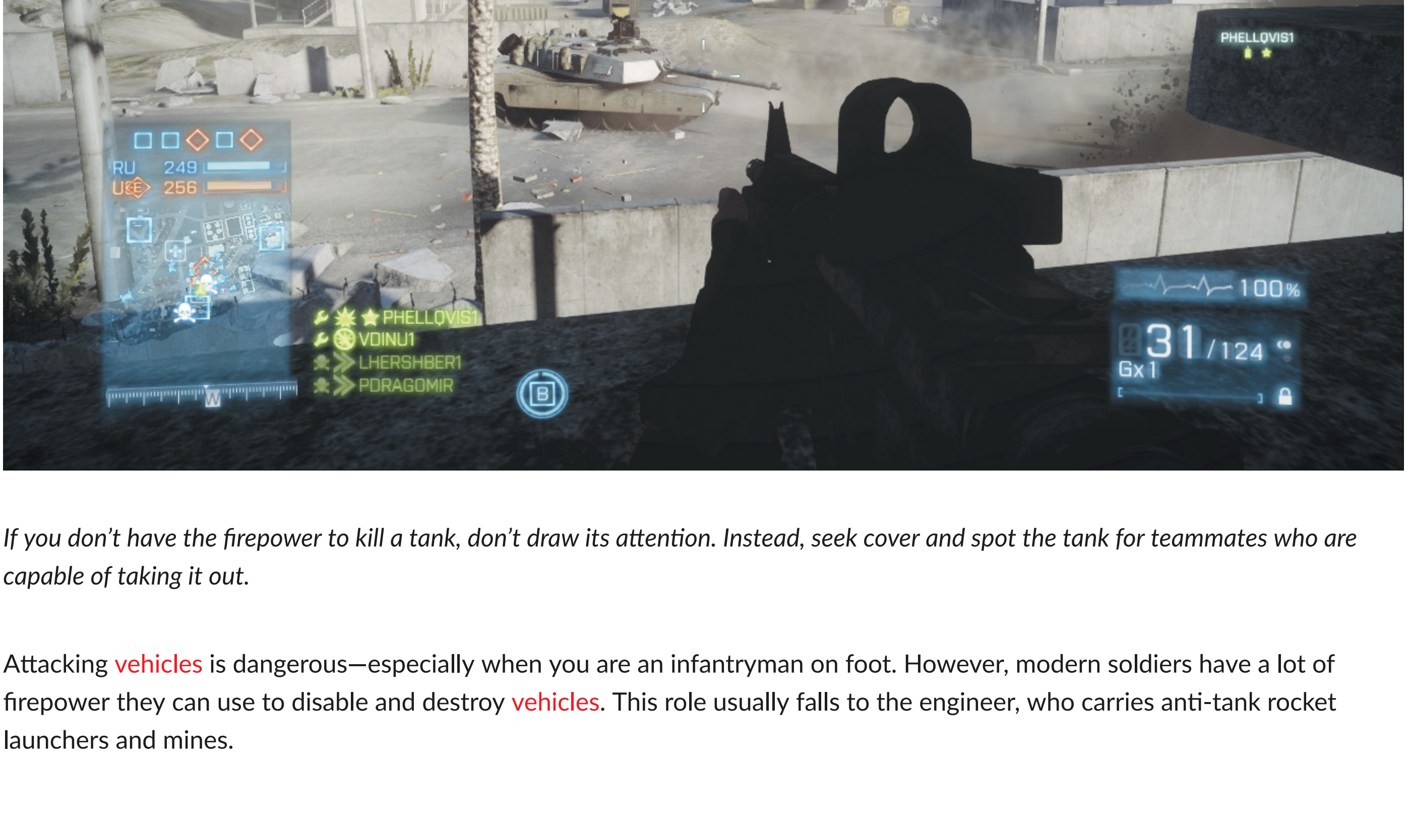
Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed.

Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Tip

Have you just run out of ammo in the middle of a close-quarters duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading too, rush in for a melee kill.

Engaging Vehicles



If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates who are capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman on foot. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries anti-tank rocket launchers and mines.

It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest.

Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower.

For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

[Service Stars]

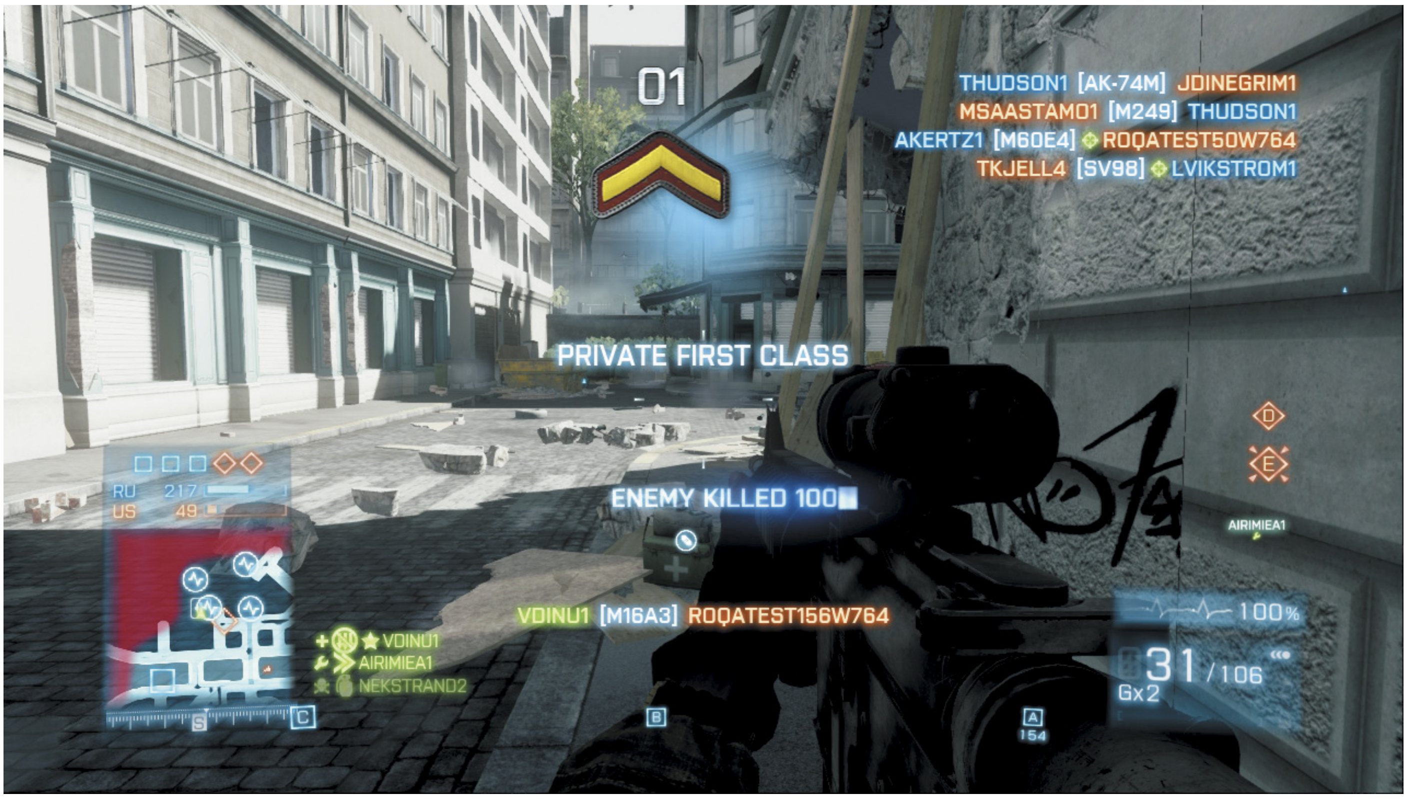
As you advance through your multiplayer career you can earn service stars for every class, weapon, and vehicle type. For classes and vehicles, you must meet certain point thresholds to achieve a service star. Weapon service stars are awarded for every 100 kills.

A maximum of 100 service stars can be earned for every class, weapon, and vehicle type. A service star is also awarded when reaching the rank of Colonel.

Basics

Persistence System

Persistence System


01
THUDSON1 [AK-74M] JDINEGRIM1
MSAASTAMO1 [M249] THUDSON1
AKERTZ1 [M60E4] ROQATEST50W764
TKJELL4 [SV98] LVIKSTROM1
PRIVATE FIRST CLASS
RU 217
US 49
ENEMY KILLED 100
VDINU1 [M16A3] ROQATEST156W764
VDINU1
AIRIMIEA1
NEKSTRAND2
D
E
AIRIMIEA1
100%
31 / 106
Gx2
S
C
B
A
154

A message appears at the top of the screen each time you earn a new promotion.

Note

For complete information on the game's scoring system and ranks, please go to the Essentials/Compendium section.

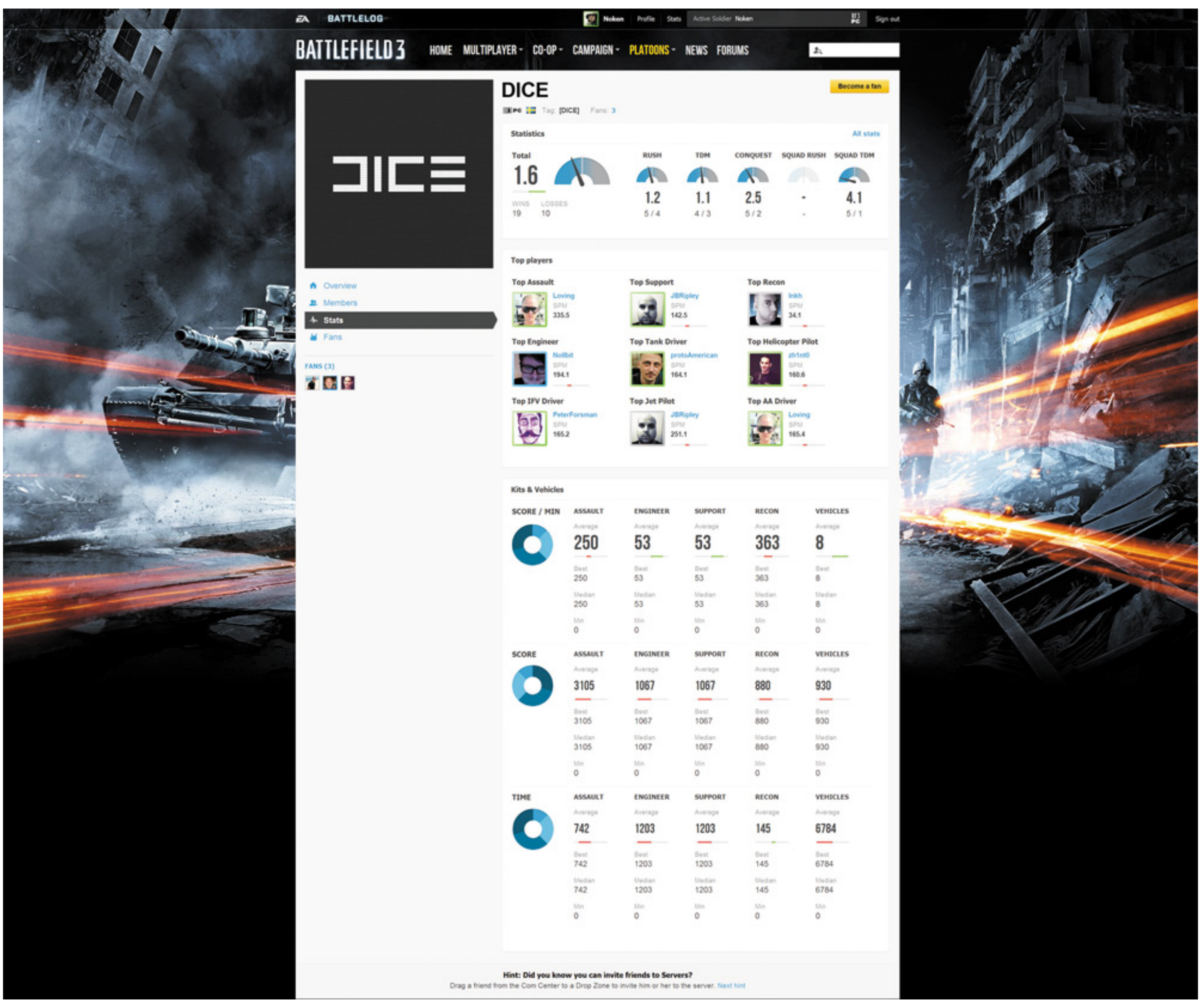
There you'll find scoring details for each action as well as criteria for earning every rank, medal, ribbon, and dog tag. All rank, class, weapon, and vehicle unlocks are also listed in this chapter.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, specializations, and even achieve new ranks.

So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank as well as your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, vehicles, and awards.

Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the Unlocks and Awards sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit.

Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

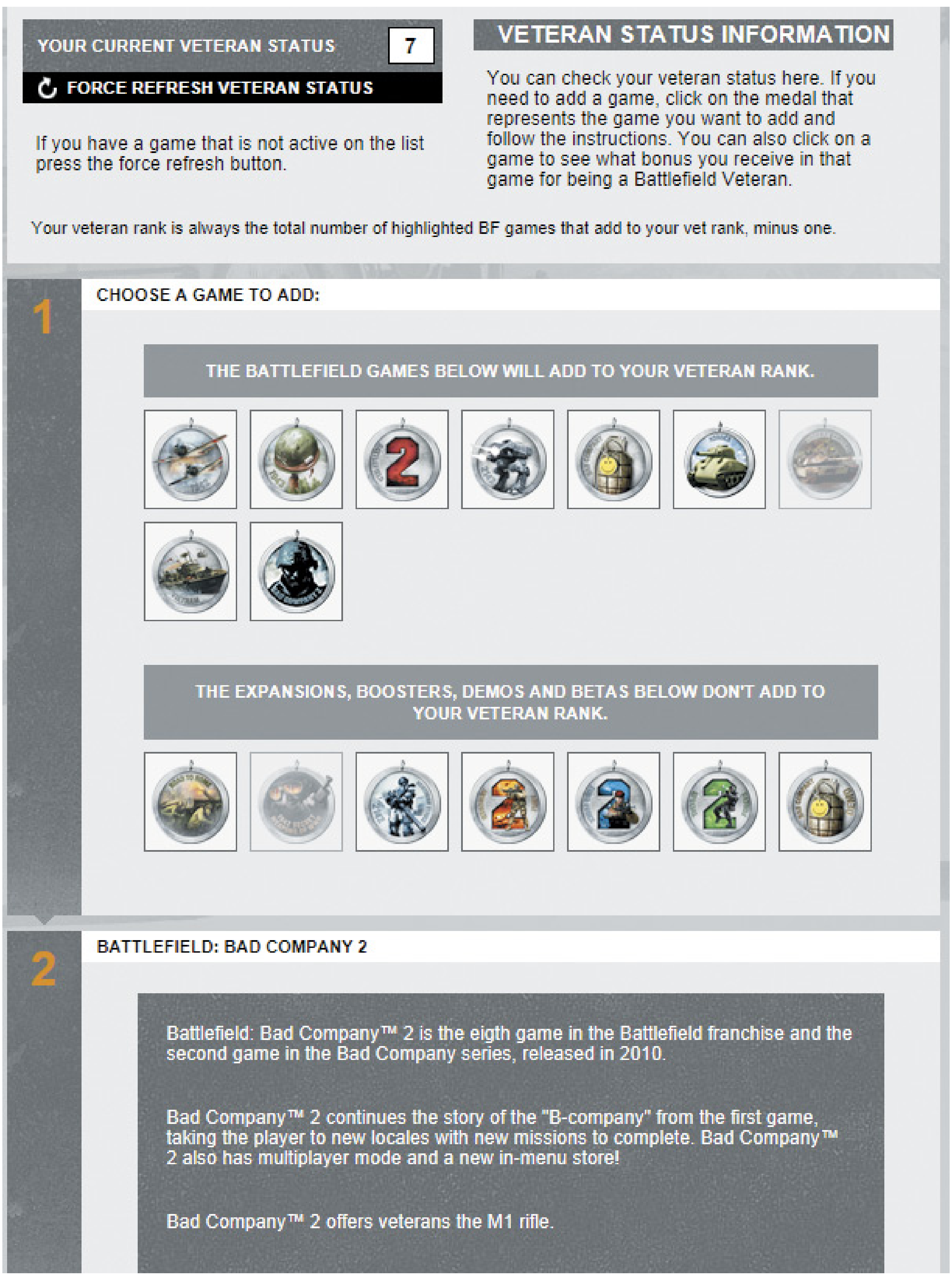
https://battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game.

Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and also offers social networking features that allow you to see what your friends have been up to.

By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

[Battlefield Veteran Program]



YOUR CURRENT VETERAN STATUS 7

FORCE REFRESH VETERAN STATUS

If you have a game that is not active on the list press the force refresh button.

VETERAN STATUS INFORMATION

You can check your veteran status here. If you need to add a game, click on the medal that represents the game you want to add and follow the instructions. You can also click on a game to see what bonus you receive in that game for being a Battlefield Veteran.

Your veteran rank is always the total number of highlighted BF games that add to your vet rank, minus one.

1 CHOOSE A GAME TO ADD:

THE BATTLEFIELD GAMES BELOW WILL ADD TO YOUR VETERAN RANK.

THE EXPANSIONS, BOOSTERS, DEMOS AND BETAS BELOW DON'T ADD TO YOUR VETERAN RANK.

2 BATTLEFIELD: BAD COMPANY 2

Battlefield: Bad Company™ 2 is the eigth game in the Battlefield franchise and the second game in the Bad Company series, released in 2010.

Bad Company™ 2 continues the story of the "B-company" from the first game, taking the player to new locales with new missions to complete. Bad Company™ 2 also has multiplayer mode and a new in-menu store!

Bad Company™ 2 offers veterans the M1 rifle.

Have you owned at least one Battlefield game before Battlefield 3? If so, then you're eligible for Battlefield veteran status. Becoming a veteran unlocks special dog tags you can use to customize your soldier, one for each Battlefield game you own.

Simply log in to veteran.battlefield.com with your EA.com or Origin.com account and register all the Battlefield games that you own. In addition to the dog tags, you're also assigned a Battlefield veteran rank based on how many games you register.

Each title is worth one point—expansions, Battlefield Heroes, and Battlefield 1943 are not worth points, but you can still register them. Your veteran rank is displayed on the Battlelog website as well as next to your profile name on the scoreboard during multiplayer matches. So let your opponents know that they're facing a veteran!

Specializations

As you progress through your multiplayer career you unlock a variety of specializations. These perks provide varying bonuses to your kit. But you can only equip one specialization at a time, so pick the bonus that best fits your style of play.

The squad specializations are very powerful, as they apply a bonus to your entire squad. All specializations are tied to ranks. So the more promotions you earn, the more specializations you'll have to choose from.

Specializations

Name	Unlock Criteria	Description
Sprint	**Rank 2** (Private First Class I)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed.
Ammo	**Rank 5** (Lance Corporal)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition.
Flak Jacket	**Rank 8** (Lance Corporal III)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts.
Explosives	**Rank 11** (Corporal II)	An EOD vest that increases the total amount of explosive and rocket ammunition.
Suppression Resist	**Rank 14** (Sergeant I)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds.
Suppression	**Rank 17** (Staff Sergeant)	Advanced marksman training gives the soldier's rounds a greater suppressive effect on his targets.
Grenades	**Rank 20** (Gunnery Sergeant)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades.
Squad Sprint	**Rank 23** (Master Sergeant)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed. This specialization will be granted to your entire squad.
Squad Ammo	**Rank 26** (First Sergeant)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This specialization will be granted to your entire squad.
Squad Flak Jacket	**Rank 29** (Master Gunnery Sergeant)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts. This specialization will be granted to your entire squad.
Squad Explosives	**Rank 31** (Master Gunnery Sergeant II)	An EOD vest that increases the total amount of explosive and rocket ammunition. This specialization will be granted to your entire squad.
Squad Suppression	**Rank 33** (Sergeant Major I)	Advanced marksman training gives the soldier's rounds a greater suppressive effect on his targets. This specialization will be granted to your entire squad.
Squad Suppression Resist	**Rank 35** (Warrant Officer One)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds. This specialization will be granted to your entire squad.
Squad Grenades	**Rank 37** (Chief Warrant Officer Three)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades. This specialization will be granted to your entire squad.

Basics

Camo Patterns

Don’t like the look of your outfit? You can customize that, too, with a variety of camouflage patterns. Like specializations, new camo patterns are unlocked when you achieve new ranks.

The look of each camo pattern differs whether you’re on the US or RU teams. You can switch between the default and unlocked camo patterns by choosing the Appearance option from the Loadout screen.

Your selected camo is then applied to all classes. When playing with a squad, consider choosing the same camo pattern to make it easier to identify each other.

Name	Unlock Criteria
Woodland	**Rank 3** (Private First Class II)
Ranger	**Rank 6** (Lance Corporal I)
Army Green	**Rank 9** (Corporal)
Expeditionary Force	**Rank 12** (Corporal III)
Paratrooper	**Rank 15** (Sergeant II)
Navy Blue	**Rank 18** (Staff Sergeant I)
Jungle	**Rank 21** (Gunnery Sergeant I)
Desert Khaki	**Rank 24** (Master Sergeant I)
Urban	**Rank 27** (First Sergeant I)
Veteran Kit	**Rank 39** (Chief Warrant Officer Five)
Spec Ops Black	**Rank 42** (Captain)

Back to Karkand Content

Weapons

The *Back to Karkand* expansion adds ten new weapons to *Battlefield 3* . But these weapons aren't available immediately. To unlock each new weapon you must complete an assignment, by fulfilling a set of specific tasks. Upon the completion of an assignment, a new weapon is unlocked, along with its associated dog tag.

Like the weapons included with Battlefield 3 , every primary weapon has its own unlock progression, allowing you to equip new accessories such as scopes and rail attachments. No two weapons are exactly the same, so get to know them and select ones that best reflect your style of play.

Back to Karkand Assignments

There are ten assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Best Friend Forever

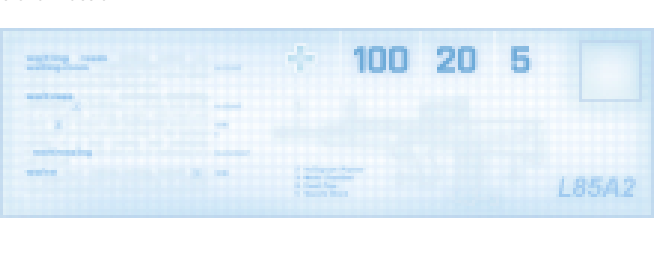
Unlocks:

- FAMAS
- FAMAS Dog Tag
- Professional Russian assignment

Criteria:

- Score 10 Revives
- Get 10 Heals

Professional Russian



Unlocks:

- L85A2
- L85A2 Dog Tag

Criteria:

- Complete Best Friend Forever
- Get 100 kills with assault rifles

-Get 20 kills with Grenade Launcher

- Win 5 rounds of Squad Deathmatch

Fixing It

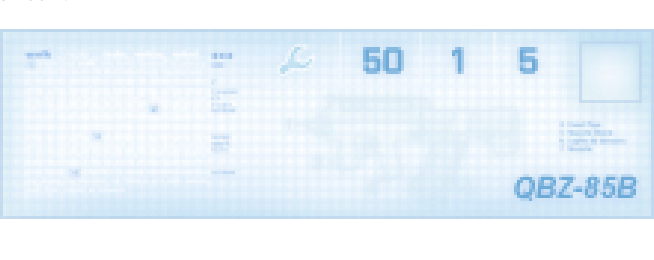
Unlocks:

- HK53
- HK53 Dog Tag
- It Goes Boom! assignment

Criteria:

- Get 10 Repair points
- Kill an enemy with the blowtorch

It Goes Boom!



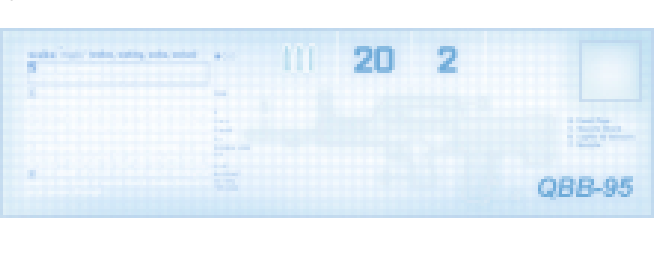
Unlocks:

- QBZ-95B
- QBZ-95B Dog Tag

Criteria:

- Fixing It Assignment
- Get 50 rocket kills
- Kill a vehicle with a blowtorch
- Win five rounds of Conquest

Let It Rain



Unlocks:

- QBB-95
- QBB-95 Dog Tag
- Keep Your Head Down assignment

Criteria:

- Get 20 kills with light machine guns
- Get two mortar kills

Keep Your Head Down

100
50
50
MG36

Unlocks:

- MG36
- MG36 Dog Tag

Criteria:

- Let It Rain assignment
- Get 100 kills with light machine guns
- Get 50 suppression assists
- Get 50 ammo resupplies

Spec Ops

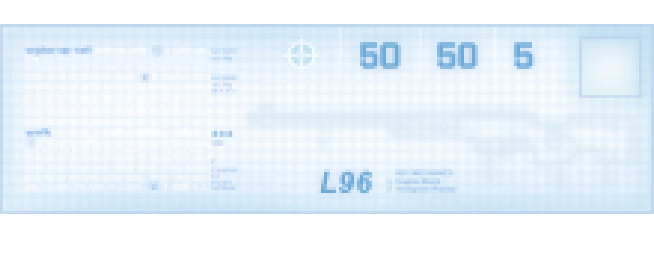
Unlocks:

- QBU-88
- QBU-88 Dog Tag
- Creeping Death assignment

Criteria:

- Get 20 kills with sniper rifles
- Get five laser designations

Creeping Death



Unlocks:

- L96
- L96 Dog Tag

Criteria:

- Spec Ops assignment
- Get 50 headshots
- Get 50 spot assists
- Secure the dog tags of 5 opponents

Familiar Territory

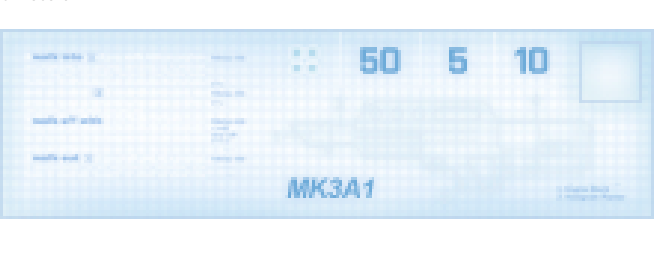
Unlocks:

- PP-19
- PP-19 Dog Tag
- Scarred Veteran assignment

Criteria:

- Arm 10 M-COM Stations
- Capture 10 flags
- Play two hours on Strike at Karkand

Scarred Veteran



Unlocks:

- MK3A1
- MK3A1 Dog Tag

Criteria:

- Scarred Veteran assignment
- Play two hours on Gulf of Oman
- Get 10 kills with the BTR-90
- Play two hours on Sharqi Peninsula
- Get 10 kills with PP-19
- Get 10 kills with DPV

Assault Rifles

Assault rifles are the most versatile primary weapon available, useful in a variety of situations. All assault rifles can be equipped with a grenade launcher, offering even more firepower that is capable of knocking down walls and damaging light-skinned vehicles.

An underslung shotgun attachment is also available. These rifles can only be accessed by the assault kit.

FAMAS

Ammo: 5.56x45mm NATO

Rate of Fire: 1,000 rpm

Magazine Capacity: 30

Unlock: Best Friend Forever assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

Standard-issue assault rifle of the French military. FAMAS made its first *Battlefield* appearance in *Battlefield 2: Euro Force* and is a 5.56 caliber automatic rifle of bullpup design.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

L85A2

Ammo: 5.56x45mm NATO

Rate of Fire: 775 rpm

Magazine Capacity: 30

Unlock: Professional Russian assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

Standard-issue assault rifle of the British army. This bullpup rifle is famous for its accuracy and made its *Battlefield* debut as the medic unlock in *Battlefield 2* .

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

Carbines

Carbines bridge the gap between assault rifles and submachine guns; they are ideal for a variety of combat situations. Their compact design makes them easy to maneuver in tight quarters.

The shorter barrel length mean less muzzle velocity, accuracy, and range than their assault rifle counterparts, but they still have the stopping power to take down opponents quickly. The carbines are only available to the engineer class.

HK53

Ammo: 5.56x45mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Unlock: Fixing It assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

A compact assault rifle based on the famous MP5 design. Used in *Battlefield 2: Euro Force* , this compact rifle has seen action all across the world.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	Kobra (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

QBZ-95B

Ammo: 5.8x42mm

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: It Goes Boom! assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

A compact carbine produced in China and used by the PLA. Very portable, while still providing excellent firepower, this bullpup design carbine was used by the Chinese Spec-ops kit in *Battlefield 2* .

Unlock Progression

Image	Accessory	Slot	Kills
	Kobra (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	PKA-A (3.4x)	Optics	40
	Tactical Light	Secondary	50
	PKA-S (HOLO)	Optics	60
	Suppressor	Secondary	70
	PSO-1 (4x)	Optics	80
	Heavy Barrel	Secondary	90
	PKS-07 (7x)	Optics	100
	IRNV (IR 1x)	Optics	125
	Rifle Scopee (6x)	Optics	150
	M145 (3.4x)	Optics	175
	Flash Suppressor	Secondary	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	ACOG (4x)	Optics	300

Light Machine Guns

When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns.

Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover.

This is the support kit's primary weapon and it is ideal for suppressing opponents. All light machine guns come equipped with a Bipod for greater stability while firing automatic bursts.

QBB-95

Ammo: 5.8x42mm

Rate of Fire: 800 rpm

Magazine Capacity: 100

Unlock: Keep Your Head Down assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

Chinese army standard light machine gun. Used by the support kit in *Battlefield 2* , this rifle takes the role of Squad Automatic Weapon in the PLA.

Unlock Progression

Image	Accessory	Slot	Kills
	PKA-S (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-A (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	KOBRA (RDS)	Optics	70
	Suppressor	Secondary	80
	PSO-1 (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	Holographic (HOLO)	Optics	150
	M145 (3.4x)	Optics	175
	Reflex (RDS)	Optics	200
	ACOG (4x)	Optics	235
	Rifle Scope (6x)	Optics	270

MG36

Ammo: 5.56x45mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 100

Unlock: Let It Rain assignment

Fire Modes:

Single-Shot	x
Burst	x
Automatic	x

An experimental machine gun version of the German army standard G36 rifle. Loaded from a special double drum magazine, it has a unique look and made its *Battlefield* debut in the *Battlefield 2: Special Forces* expansion pack.

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. Sniper rifles are only available to the recon kit.

QBU-88

Ammo: 5.8x42mm

Rate of Fire: Semi-Auto

Magazine Capacity: 10

Unlock: Spec Ops assignment

Fire Modes:

Single-Shot	x

Semi-automatic designated marksman rifle of the Chinese PLA. This rifle made it into *Battlefield* as part of the sniper kit in *Battlefield 2* .

Unlock Progression

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-S (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-A (3.4x)	Optics	150
	ACOG (4x)	Optics	175
	Holographic (HOLO)	>Optics	200
	Reflex (RDS)	Optics	235
	M145 (3.4x)	Optics	270

L96

Ammo: 7.62x51mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 5

Unlock: Creeping Death assignbment

Fire Modes:

Single-Shot	x

A British-made, high performance, bolt-action rifle. This rifle made a significant impact in *Battlefield 2* when it was released in the *Battlefield 2: Euro Force* pack.

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

Personal Defence Weapons (PDWs)

These compact and lightweight weapons are best deployed in close quarters due to their short range. But what they lack in accuracy and damage output, they make up for in rate of fire.

In *Battlefield 3* , the PDWs are available to all classes. So consider choosing one of these weapons when tasked with assaulting or defending a building interior or other confined space.

PP-19

Ammo: 9x18mm

Rate of Fire: 700 rpm

Magazine Capacity: 50

Unlock: Familiar Territory assignment

Fire Modes:

Single-Shot	x
Automatic	x

Russian-made submachine gun with a unique cylindrical 50-round magazine. Based on proven AK-47 design, this weapon saw action in *Battlefield 2* as part of the Russian anti-tank kit.

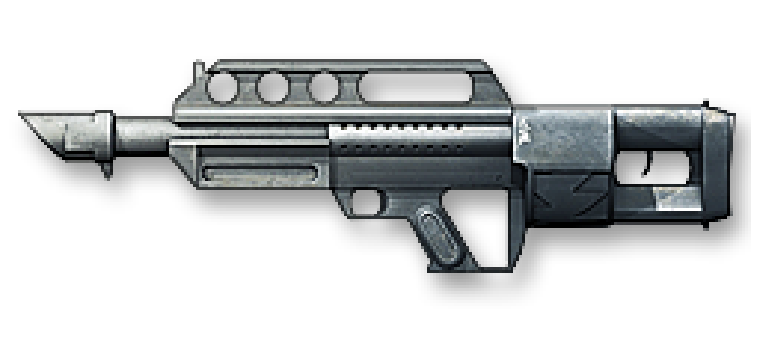
Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	PKA-S (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Extended Mag	Secondary	60
	PKA-A (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Holographic (HOLO)	Optics	125
	M145 (3.4x)	Optics	150

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot.

MK3A1



Ammo: 12 gauge

Rate of Fire: 240 rpm

Magazine Capacity: 10

Unlock: Scarred Veteran assignment

Fire Modes:

Fire Modes:

Automatic	x

Experimental shotgun prototype capable of fully automatic 12 gauge fire. This controversial design was available as the engineer unlock in *Battlefield 2* .

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Secondary	30
	Holographic (HOLO)	>Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Primary	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

Back to Karkand Content

Vehicles

One of the highlights of any Battlefield game is the vehicles. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to both enemy vehicles and structures.

Many of the vehicles from *Battlefield 3* have returned in the *Back to Karkand* maps, along with some new vehicles that were originally featured in *Battlefield 2* .

Skid Loader

Nationality - Neutral

The Skid Loader is a small four-wheeled construction vehicle capable pushing or carrying material with its front-mounted bucket.

These compact vehicles are extremely agile and maneuverable, making them easy to use in crowded construction sites.

Speed	☐🟨☐☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit
3	Passenger	Troop Kit

Field Notes

Unlike the other vehicles, the Skid Loader is completely new to the Battlefield series and can usually be found on maps with construction sites.

These vehicles are not affiliated with either side and spawn independently, regardless of which team controls nearby flags. Although it has no weapons, the Skid Loader can be used as a light transport; it is capable of carrying three soldiers at a decent speed.

The view from the cramped cockpit is rather limited, so always switch to an external view when driving one of these vehicles.

DPV

Nationality - US

Designed as a fast attack vehicle for Special Operations units, the DPV is known for its lightweight yet rugged construction. While it's not effective against armored vehicles, it poses a significant threat to infantry.

Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	Heavy Machine Gun
3	Passenger	Troop Kit

Field Notes

What the DPV (Desert Patrol Vehicle) lacks in armor it makes up for in speed and agility. Like the other light vehicles, the DPV is best utilized for high-speed flanking attacks, and is ideal for raiding distant control points during Conquest matches.

The open cockpit design offers zero protection against small arms fire, so avoid driving through large concentrations of enemy infantry. Instead, stay off-road, moving through the less traveled areas of the map to avoid enemy vehicles and mines.

BTR-90

Nationality - RU

The BTR-90 is the Russian Army's next-generation armored personnel carrier. Presented publicly for the first time in 1994, the BTR-90 is larger and more powerful than its predecessors.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Occupancy

Seat	Position	Weapon
1	Driver	30mm Cannon
2	Gunner	12.7mm Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun
6	Passenger	Machine Gun

Field Notes

The BTR-90 is a Russian Infantry Fighting Vehicle (IFV) sporting a powerful 30mm cannon as well as a turret-mounted heavy machine gun. The cannon can fire six high-explosive rounds in quick succession. But after six rounds are fired, there is a brief pause while a new rack of ammo is loaded.

Make an effort to fully reload the cannon after each use. This can be done manually by pressing the reload button or simply by emptying the current magazine. The BTR-90 benefits from the same upgrades, weapons, and gadgets as the other IFVs, so don't forget to customize the vehicle's loadout prior to spawning into the game.

F-35B Joint Strike Fighter

Nationality - US

Designed as a fast attack vehicle for Special Operations units, the DPV is known for its lightweight yet rugged construction. While it's not effective against armored vehicles, it poses a significant threat to infantry.

Vehicle Performance

Speed	☐🟨🟨🟧🟥
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Occupancy

Seat	Position	Weapon
1	Pilot	25mm Cannon

Field Notes

The VTOL functionality of the F-35B makes it a unique jet in the game. By throttling down, the jet enters VTOL mode, allowing it to both land and take off vertically. But the VTOL function can also come in handy during combat.

While dog fighting, VTOL mode can be activated sporadically to rapidly decrease air speed and thus allow for tighter turns. This also is helpful if an enemy fighter is on your tail; enter VTOL mode to cause them to cruise right by, instantly turning the tables.

VTOL mode can also be used to slow the aircraft during strafing runs. However, think twice before entering a stable hover over enemy territory. While hovering, the F-35B is not as agile as a helicopter, which makes it vulnerable to attacks from the ground.

Back to Karkand Content

Achievements/ Trophies

Image	Name	Description	Gamerscore	Trophy
	Third Tour	Completed the campaign story on Hard	20	**Bronze**
	Gunslinger	Get 10 kills with all 10 Back to Karkand weapons	20	**Bronze**
	Jaws	Take a swim in the pool at the Oman hotel	20	**Bronze**
	Complete Warrior	Get a kill with the following weapons in a single life: assault rifle, jet, tank	30	**Silver**
	Like a Boss	Get a roadkill with the Skid Loader	30	**Silver**

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order
AVENGER BONUS	10	Kill an enemy within 3 seconds of him killing a friendly
COMEBACK	TBD	Comeback from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order
DESIGNATED TARGET HIT	TBD	Score based on how much damage the locked missile does
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine or C4)
DOGTAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed
DOUBLE KILL	40	Kill two enemies in 0.8s of each other
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy
ENEMY DOWN	100	Kill an enemy
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EODBots, MAV, Mortar, Radio beacon, SOFLAM and UGS
FLAG CAPTURE ASSIST	50	Participate in a flag capture
FLAG CAPTURED	250	Capture a flag
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize
FLAG NEUTRALIZED	200	Neutralize an enemy flag
HEADSHOT BONUS	10	Kill an enemy with a headshot
HEAL	10	Heal points awarded for every 20% health healed on a friendly
KILL ASSIST	10-100	Do at least 10 points of damage to an enemy and have a team mate finish them off. Note that this caps out at 100 as healing can restore the enemies hit points.
KILLSTREAK STOPPED	TBD	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemies streak x10

MARKSMAN BONUS	1-100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM ARMED	100	Arm an mcom station
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate
M-COM DEFENCE KILL	20	Kill an enemy that is arming the crate
M-COM DESTROYED	500	Destroy an mcom station
M-COM DISARMED	200	Disarm an mcom station
MOTION SENSOR ASSIST	20	Enemy was killed while in your MAV's motion sensor range
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS motion sensor range
MULTIPLE KILL	100	Kill four or more enemies within 0.8s of each other
NEMESIS KILL	TBD	Kill the same enemy 6 or more times. The score awarded is the number of kills x 10
NEMESIS PAYBACK	TBD	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10
REPAIR	10	Repair vehicle points given for every 10% of damage repaired
REPAIR	20	Repair vehicle points given for every 10% of damage repaired
RESUPPLY	10	Resupply a teammate
ROAD KILL	10	Run over an enemy
SAVIOR BONUS	20	kill an enemy within 2 seconds of him dealing 50-99% of damage to a friendly
SPOT BONUS	10	Spot an enemy and have a team mate kill them
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated
SQUAD DRIVER ASSIST	20	Have a squadmate who is a passenger in your vehicle make a kill
SQUAD ELIMINATED	10	Kill all members in a squad
SQUAD HEAL	20	Heal a squad mate
SQUAD PASSENGER ASSIST	20	Have a squadmate who is driving your vehicle make a kill
SQUAD RESUPPLY	20	Resupply a squadmate
SQUAD REVIVE	110	Revive a squad mate
SQUAD SPAWN ON YOU	10	Have a squadmate spawn on you
SUPPRESSION ASSIST	50	Suppress an enemy and have a team mate kill them
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy
TEAM REVIVE	100	Revive a team mate
TRIPLE KILL	60	Kill three enemies within 0.8s of each other
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it

VEHICLE DESTROY ASSIST	10-100	Do at least 10 points of damage to an enemy vehicle and have a team mate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle

Ranks

Insignia	Rank	Name	Points	Unlock	Image
	1	**Private First Class**	1000	870MCS Shotgun	
	2	**Private First Class I**	8000	Sprint Specialization	
	3	**Private First Class II**	18000	Woodland Camo	▨
	4	**Private First Class III**	29000	G17C Pistol	
	5	**Lance Corporal**	41000	Ammo Specialization	
	6	**Lance Corporal I**	54000	Ranger Camo	▨
	7	**Lance Corporal II**	67000	PP-2000 PDW	
	8	**Lance Corporal III**	81000	Flak Jacket Specialization	
	9	**Corporal**	96000	Army Green Camo	▨
	10	**Corporal I**	111000	M9 TACT. Pistol	
	11	**Corporal II**	130000	Explosives Specialization	
	12	**Corporal III**	150000	Expeditionary Force Camo	▨
	13	**Sergeant**	170000	MP443 TACT. Pistol	
	14	**Sergeant I**	190000	Suppression Resist Specialization	
	15	**Sergeant II**	220000	Paratrooper Camo	▨

16	**Sergeant III**	250000	UMP-45 PDW	
17	**Staff Sergeant**	280000	Suppression Specialization	
18	**Staff Sergeant I**	310000	Navy Blue Camo	
19	**Staff Sergeant II**	340000	G17C SUPP. Pistol	
20	**Gunnery Sergeant**	370000	Grenades Specialization	
21	**Gunnery Sergeant I**	400000	Jungle Camo	
22	**Gunnery Sergeant II**	430000	M1014 Shotgun	
23	**Master Sergeant**	470000	Squad Sprint Specialization	
24	**Master Sergeant I**	510000	Desert Khaki Camo	
25	**Master Sergeant II**	550000	M9 SUPP. Pistol	
26	**First Sergeant**	590000	Squad Ammo Specialization	
27	**First Sergeant I**	630000	Urban Camo	
28	**First Sergeant II**	670000	MP443 SUPP. Pistol	
29	**Master Gunnery Sergeant**	710000	Squad Flak Jacket Specialization	
30	**Master Gunnery Sergeant I**	760000	G18 SUPP. Pistol	
31	**Master Gunnery Sergeant II**	810000	Squad Explosives Specialization	
32	**Sergeant Major**	860000	PDW-R PDW	
33	**Sergeant Major I**	910000	Squad Suppression Specialization	

	34	**Sergeant Major II**	960000	SAIGA 12K Shotgun	
	35	**Warrant Officer One**	1,010,000	Squad Suppression Resist Specialization	
	36	**Chief Warrant Officer Two**	1,060,000	.44 Magnum Pistol	
	37	**Chief Warrant Officer Three**	1,110,000	Squad Grenades Specialization	
	38	**Chief Warrant Officer Four**	1,165,000	DAO-12 Shotgun	
	39	**Chief Warrant Officer Five**	1,220,000	Veteran Kit Camo	
	40	**Second Lieutenant**	1,280,000	P90 PDW	
	41	**First Lieutenant**	1,340,000	G18 Pistol	
	42	**Captain**	1,400,000	Spec Ops Black Camo	
	43	**Major**	1,460,000	USAS-12 Shotgun	
	44	**Lieutenant Colonel**	1,520,000	.44 Scoped Pistol	
	45	**Colonel**	1,600,000	AS VAL PDW	

Ranks (continued)

Insignia	Rank	Name	Points
1	46	Colonel Service Star 1	1,830,000
2	47	Colonel Service Star 2	2,060,000
3	48	Colonel Service Star 3	2,290,000
4	49	Colonel Service Star 4	2,520,000
5	50	Colonel Service Star 5	2,750,000

	51	Colonel Service Star 6	2,980,000
	52	Colonel Service Star 7	3,210,000
	53	Colonel Service Star 8	3,440,000
	54	Colonel Service Star 9	3,670,000
	55	Colonel Service Star 10	3,900,000
	56	Colonel Service Star 11	4,130,000
	57	Colonel Service Star 12	4,360,000
	58	Colonel Service Star 13	4,590,000
	59	Colonel Service Star 14	4,820,000
	60	Colonel Service Star 15	5,050,000
	61	Colonel Service Star 16	5,280,000
	62	Colonel Service Star 17	5,510,000
	63	Colonel Service Star 18	5,740,000
	64	Colonel Service Star 19	5,970,000
	65	Colonel Service Star 20	6,200,000
	66	Colonel Service Star 21	6,430,000
	67	Colonel Service Star 22	6,660,000
	68	Colonel Service Star 23	6,890,000

	69	Colonel Service Star 24	7,120,000
	70	Colonel Service Star 25	7,350,000
	71	Colonel Service Star 26	7,580,000
	72	Colonel Service Star 27	7,810,000
	73	Colonel Service Star 28	8,040,000
	74	Colonel Service Star 29	8,270,000
	75	Colonel Service Star 30	8,500,000
	76	Colonel Service Star 31	8,730,000
	77	Colonel Service Star 32	8,960,000
	78	Colonel Service Star 33	9,190,000
	79	Colonel Service Star 34	9,420,000
	80	Colonel Service Star 35	9,650,000
	81	Colonel Service Star 36	9,880,000
	82	Colonel Service Star 37	10,110,000
	83	Colonel Service Star 38	10,340,000
	84	Colonel Service Star 39	10,570,000
	85	Colonel Service Star 40	10,800,000
	86	Colonel Service Star 41	11,030,000

	87	Colonel Service Star 42	11,260,000
	88	Colonel Service Star 43	11,490,000
	89	Colonel Service Star 44	11,720,000
	90	Colonel Service Star 45	11,950,000
	91	Colonel Service Star 46	12,180,000
	92	Colonel Service Star 47	12,410,000
	93	Colonel Service Star 48	12,640,000
	94	Colonel Service Star 49	12,870,000
	95	Colonel Service Star 50	13,100,000
	96	Colonel Service Star 51	13,330,000
	97	Colonel Service Star 52	13,560,000
	98	Colonel Service Star 53	13,790,000
	99	Colonel Service Star 54	14,020,000
	100	Colonel Service Star 55	14,250,000
	101	Colonel Service Star 56	14,480,000
	102	Colonel Service Star 57	14,710,000
	103	Colonel Service Star 58	14,940,000
	104	Colonel Service Star 59	15,170,000

	105	Colonel Service Star 60	15,400,000
	106	Colonel Service Star 61	15,630,000
	107	Colonel Service Star 62	15,860,000
	108	Colonel Service Star 63	16,090,000
	109	Colonel Service Star 64	16,320,000
	110	Colonel Service Star 65	16,550,000
	111	Colonel Service Star 66	16,780,000
	112	Colonel Service Star 67	17,010,000
	113	Colonel Service Star 68	17,240,000
	114	Colonel Service Star 69	17,470,000
	115	Colonel Service Star 70	17,700,000
	116	Colonel Service Star 71	17,930,000
	117	Colonel Service Star 72	18,160,000
	118	Colonel Service Star 73	18,390,000
	119	Colonel Service Star 74	18,620,000
	120	Colonel Service Star 75	18,850,000
	121	Colonel Service Star 76	19,080,000
	122	Colonel Service Star 77	19,310,000

	123	Colonel Service Star 78	19,540,000
	124	Colonel Service Star 79	19,770,000
	125	Colonel Service Star 80	20,000,000
	126	Colonel Service Star 81	20,230,000
	127	Colonel Service Star 82	20,460,000
	128	Colonel Service Star 83	20,690,000
	129	Colonel Service Star 84	20,920,000
	130	Colonel Service Star 85	21,150,000
	131	Colonel Service Star 86	21,380,000
	132	Colonel Service Star 87	21,610,000
	133	Colonel Service Star 88	21,840,000
	134	Colonel Service Star 89	22,070,000
	135	Colonel Service Star 90	22,300,000
	136	Colonel Service Star 91	22,530,000
	137	Colonel Service Star 92	22,760,000
	138	Colonel Service Star 93	22,990,000
	139	Colonel Service Star 94	23,220,000
	140	Colonel Service Star 95	23,450,000

141	Colonel Service Star 96	23,680,000
142	Colonel Service Star 97	23,910,000
143	Colonel Service Star 98	24,140,000
144	Colonel Service Star 99	24,370,000
145	Colonel Service Star 100	24,600,000

Assault Unlock Progression

Unlock	Name	Image	Assault Score
1	**Defibrillator**		4000
2	**M320**		11000
3	**M416**		22000
4	**M26 MASS**		38000
5	**AEK-971**		60000
6	**M16A3**		89000
7	**F2000**		124000
8	**AN-94**		166000
9	**M16A4 (for RU)**		220000
9	**AK-74M (for US)**		220000

Support Unlock Progression

Unlock	Name	Image	Support Score
1	**C4 Explosives**		4000
2	**M249**		11000
3	**M18 Claymore**		23000
4	**M224 Mortar**		40000
5	**PKP Pecheneg**		60000
6	**M240B**		90000
7	**M60E4**		130000
8	**M27 IAR (for RU)**		170000
8	**RPK-74M (for US)**		170000

Recon Unlock Progression

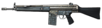
Unlock	Name	Image	Recon Score
1	**T-UGS**		5000
2	**SV98**		13000
3	**SOFLAM**		26000
4	**MAV**		45000
5	**SKS**		71000
6	**M40A5**		104000
7	**M98B**		146000
8	**MK11 MOD 0 (for RU)**		195000
8	**SVD (for US)**		195000

Engineer Unlock Progression

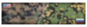
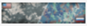
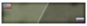
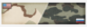
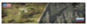
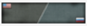
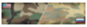
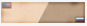
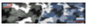
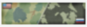
Unlock	Name	Image	Engineer Score
1	**FIM-92 Stinger (for US)**		3000
1	**SA-18 IGLA (for RU)**		3000
2	**M15 AT Mine**		7000
3	**SCAR-H**		14000
4	**EOD Bot**		25000
5	**M4**		40000
6	**A-91**		58000
7	**FGM-148 Javelin**		82000
8	**G36C**		110000
9	**M4A1 (for RU)**		145000
9	**AKS-74u (for US)**		145000

Co-Op Weapon Unlocks

Unlock	Name	Image	Assault Score
1	**MP412 REX Pistol**		5000
2	**KH2002 Assault Rifle**		17000
3	**MP7 PDW**		39000
4	**M39 EMR**		58000
5	**93R Pistol**		86000
6	**SG553 Carbine**		120000

7	**G3A3 Assault Rifle**		160000

Camo Patterns

Image	Name	Unlock Criteria
	**Woodland**	**Rank 3** (Private First Class II)
	**Ranger**	**Rank 6** (Lance Corporal I)
	**Army Green**	**Rank 9** (Corporal)
	**Expeditionary Force**	**Rank 12** (Corporal III)
	**Paratrooper**	**Rank 15** (Sergeant II)
	**Navy Blue**	**Rank 18** (Staff Sergeant I)
	**Jungle**	**Rank 21** (Gunnery Sergeant I)
	**Desert Khaki**	**Rank 24** (Master Sergeant I)
	**Urban**	**Rank 27** (First Sergeant I)
	**Veteran Kit**	**Rank 39** (Chief Warrant Officer Five)
	Spec Ops Black	**Rank 42** (Captain)

Ribbons

Ribbon	Name	Criteria	Points
	Assault Rifle Ribbon	In a round, kill 7 enemies with assault rifles	200
	Carbine Ribbon	In a round, kill 7 enemies with carbines	200
	Light Machine gun Ribbon	In a round, kill 7 enemies with light machine guns	200
	Sniper Rifle Ribbon	In a round, kill 7 enemies with sniper rifles	200
	Handgun Ribbon	In a round, kill 4 enemies with handguns	200
	Shotgun Ribbon	In a round, kill 7 enemies with shotguns	200
	PDW Ribbon	In a round, kill 7 enemies with personal defense arms	200
	Melee Ribbon	In a round, kill 4 enemies with melee weapons	200
	Disable Vehicle Ribbon	In a round, disable 4 enemy vehicles	200
	Anti Vehicle Ribbon	In a round, destroy 3 enemy vehicles	200
	Accuracy Ribbon	In a round, get 5 headshots	200

Avenger Ribbon	In a round, get 2 avenger kills	200
Savior Ribbon	In a round, get 2 savior kills	200
Nemesis Ribbon	In a round, get 2 nemesis kills	200
Suppression Ribbon	In a round, get 7 suppression kills	200
MVP Ribbon	In a round, be the best player	500
MVP 2 Ribbon	In a round, be the 2nd best player	400
MVP 3 Ribbon	In a round, be the 3rd best player	300
Ace Squad Ribbon	In a round, be part of the best squad	500
Combat Efficiency Ribbon	In a round, get 3 streak bonuses	500
Anti Explosive Ribbon	In a round, destroy 2 enemy explosives	200
Squad Spawn Ribbon	In a round, get 7 squad spawn bonuses	200
Squad Wipe Ribbon	In a round, get 2 squad wipe bonuses	200
Transport Warfare Ribbon	In a round, kill 4 enemies with transport vehicles	200
Armored Warfare Ribbon	In a round, kill 7 enemies with land vehicles	200
Stationary Emplacement Ribbon	In a round, kill 2 enemies with emplaced weapons	200
Air Warfare Ribbon	In a round, kill 6 enemies with air vehicles	200
M-COM Attacker Ribbon	In a round, blow up 3 M-COM stations	200
M-COM Defender Ribbon	In a round, defend 4 M-COM stations	200
Rush Winner Ribbon	Win a Rush round	500
Conquest Winner Ribbon	Win a Conquest round	500
TDM Winner Ribbon	Win a TDM round	500
Squad Rush Winner Ribbon	Win a Squad Rush round	500
Squad Deathmatch Winner Ribbon	Win a Squad Deathmatch round	500
Rush Ribbon	Finish a Rush round	200
Conquest Ribbon	Finish a Conquest round	200
Team Deathmatch Ribbon	Finish a Team Deathmatch round	200
Squad Rush Ribbon	Finish a Squad Rush round	200
Squad Deathmatch Ribbon	Finish a Squad Deathmatch round	200
Flag Attacker Ribbon	In a round, get 4 flag captures	200

	Flag Defender Ribbon	In a round, get 5 flag defends	200
	Resupply Efficiency Ribbon	In a round, get 7 resupplies	200
	Maintenance Efficiency Ribbon	In a round, get 7 repairs	200
	Medical Efficiency Ribbon	In a round, get 5 revives	200
	Surveilance Efficiency Ribbon	In a round, get 5 motion sensor assists	200

Medals

Medal	Name	Criteria	Points
	Assault Rifle Medal	Obtain the Assault Rifle Ribbon 50 times	10000
	Carbine Medal	Obtain the Carbine Ribbon 50 times	10000
	Light Machine Gun Medal	Obtain the Light Machine Gun Ribbon 50 times	10000
	Sniper Rifle Medal	Obtain the Sniper Rifle Ribbon 50 times	10000
	Handgun Medal	Obtain the Handgun Ribbon 50 times	10000
	Shotgun Medal	Obtain the Shotgun Ribbon 50 times	10000
	PDW Medal	Obtain the PDW Ribbon 50 times	10000
	Melee Medal	Obtain the Melee Ribbon 30 times	10000
	Anti Vehicle Medal	Obtain the Anti Vehicle Ribbon 50 times	10000
	Accuracy Medal	Obtain the Accuracy Ribbon 50 times	10000
	Avenger Medal	Obtain the Avenger Ribbon 50 times	10000
	Savior Medal	Obtain the Savior Ribbon 50 times	10000
	Nemesis Medal	Obtain the Nemesis Ribbon 50 times	10000

	Suppression Medal	Obtain the Suppression Ribbon 50 times	10000
	MVP Medal	Obtain the MVP Ribbon 50 times	10000
	2nd MVP Medal	Obtain the 2nd MVP Ribbon 50 times	10000
	3rd MVP Medal	Obtain the 3rd MVP Ribbon 50 times	10000
	Ace Squad Medal	Obtain the Ace Squad Ribbon 50 times	10000
	Combat Efficiency Medal	Obtain the Combat Efficiency Ribbon 30 times	10000
	Transport Warfare Medal	Obtain the Transport Warfare Ribbon 30 times	10000
	Armored Warfare Medal	Obtain the Ground Warfare Ribbon 30 times	10000
	Air Warfare Medal	Obtain the Air Warfare Ribbon 30 times	10000
	Stationary Emplacement Medal	Obtain the Stationary Emplacement Ribbon 30 times	10000
	M-COM Attacker Medal	Obtain the M-COM Attacker Ribbon 30 times	10000
	M-COM Defender Medal	Obtain the M-COM Defender Ribbon 50 times	10000
	Rush Medal	Obtain the Rush Winner Ribbon 50 times	10000
	Conquest Medal	Obtain the Conquest Ribbon 50 times	10000
	Team Deathmatch Medal	Obtain the Team Winner Deathmatch Ribbon 50 times	10000
	Squad Rush Medal	Obtain the Squad Rush Winner Ribbon 50 times	10000
	Squad Deathmatch Medal	Obtain the Squad Deathmatch Winner Ribbon 50 times	10000
	Flag Attacker Medal	Obtain the Flag Attacker Ribbon 50 times	10000

	Flag Defender Medal	Obtain the Flag Defender Ribbon 50 times	10000
	Resupply Medal	Obtain the Resupply Ribbon 50 times	10000
	Maintenance Medal	Obtain the Maintenance Ribbon 50 times	10000
	Medical Medal	Obtain the Medical Ribbon 50 times	10000
	Surveilance Medal	Obtain the Surveilance Ribbon 50 times	10000
	Mortar Medal	Kill 300 enemies with the Mortar	10000
	Laser Designator Medal	Get 300 damage assists with the Laser Designator	10000
	M18 Claymore Medal	Kill 300 enemies with the M18 Claymore	10000
	Radio Beacon Medal	100 spawns on your Radio Beacon	10000
	US Service Medal	Spend 100 hours in the US Marines	10000
	RU Army Service Medal	Spend 100 hours in the RU Army	10000
	Assault Service Medal	Spend 50 hours as Assault	10000
	Engineer Service Medal	Spend 50 hours as Engineer	10000
	Support Service Medal	Spend 50 hours as Support	10000
	Recon Service Medal	Spend 50 hours as Recon	10000
	Tank Service Medal	Spend 20 hours in Tanks	10000
	Helicopter Service Medal	Spend 20 hours in Helicopters	10000
	Jet Service Medal	Spend 20 hours in Jets	10000

	Stationary Service Medal	Spend 2 hours in stationary weapons	10000

Specializations

Image	Name	Unlock Criteria	Description
	Sprint	**Rank 2** (Private First Class I)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed.
	Ammo	**Rank 5** (Lance Corporal)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition.
	Flak Jacket	**Rank 8** (Lance Corporal III)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts.
	Explosives	**Rank 11** (Corporal II)	An EOD vest that increases the total amount of explosive and rocket ammunition.
	Suppression Resist	**Rank 14** (Sergeant I)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds.
	Suppression	**Rank 17** (Staff Sergeant)	Advanced marksman training gives the soldier’s rounds a greater suppressive effect on his targets.
	Grenades	**Rank 20** (Gunnery Sergeant)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades.
	Squad Sprint	**Rank 23** (Master Sergeant)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed. This specialization will be granted to your entire squad.
	Squad Ammo	**Rank 26** (First Sergeant)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This specialization will be granted to your entire squad.
	Squad Flak Jacket	**Rank 29** (Master Gunnery Sergeant)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts. This specialization will be granted to your entire squad.
	Squad Explosives	**Rank 31** (Master Gunnery Sergeant II)	An EOD vest that increases the total amount of explosive and rocket ammunition. This specialization will be granted to your entire squad.
	Squad Suppression	**Rank 33** (Sergeant Major I)	Advanced marksman training gives the soldier’s rounds a greater suppressive effect on his targets. This specialization will be granted to your entire squad.
	Squad Suppression Resist	**Rank 35** (Warrant Officer One)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds. This specialization will be granted to your entire squad.
	Squad Grenades	**Rank 37** (Chief Warrant Officer Three)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades. This specialization will be granted to your entire squad.

Basic Dog Tags

Dog Tag	Name	Criteria
	Carbine Dog Tag	Obtain Carbine Efficiency Ribbon 10 Times
	Light Machine Gun Dog Tag	Obtain Light Machine Gun Efficiency Ribbon 10 Times
	Sniper Rifle Dog Tag	Obtain Sniper Rifle Efficiency Ribbon 10 Times
	Handgun Dog Tag	Obtain Handgun Ribbon 10 Times
	Shotgun Dog Tag	Obtain Shotgun Ribbon 10 Times
	PDW Dog Tag	Obtain PDW Ribbon 10 Times
	Melee Dog Tag	Obtain Melee Ribbon 10 Times
	Anti Vehicle Dog Tag	Obtain Anti Vehicle Ribbon 10 Times
	Accuracy Dog Tag	Obtain Accuracy Ribbon 10 Times
	Avenger Dog Tag	Obtain Avenger Ribbon 10 Times
	Savior Dog Tag	Obtain Savior Ribbon 10 Times
	Nemesis Dog Tag	Obtain Nemesis Ribbon 10 Times
	Suppression Dog Tag	Obtain Suppression Ribbon 10 Times
	MVP Dog Tag	Obtain MVP Ribbon 10 Times
	2nd MVP Dog Tag	Obtain 2nd MVP Ribbon 10 Times
	3rd MVP Dog Tag	Obtain 3rd MVP Ribbon 10 Times
	Ace Squad Dog Tag	Obtain Ace Squad Ribbon 10 Times

	Transport Warfare Dog Tag	Obtain Transport Warfare Ribbon 10 Times
	Armored Warfare Dog Tag	Obtain Armored Warfare Ribbon 10 Times
	Stationary Dog Tag	Obtain Stationary Ribbon 10 Times
	Air Warfare Dog Tag	Obtain Air Warfare Ribbon 10 Times
	M-Com Attacker Dog Tag	Obtain M-Com Attacker Ribbon 10 Times
	M-Com Defender Dog Tag	Obtain M-Com Defender Ribbon 10 Times
	Rush Winner Dog Tag	Obtain Rush Winner Ribbon 10 Times
	Conquest Winner Dog Tag	Obtain Conquest Winner Ribbon 10 Times
	Team Deathmatch Winner Dog Tag	Obtain Team Deathmatch Winner Ribbon 10 Times
	Squad Rush Winner Dog Tag	Obtain Squad Rush Winner Ribbon 10 Times
	Squad Deathmatch Winner Dog Tag	Obtain Squad Deathmatch Winner Ribbon 10 Times
	Rush Dog Tag	Obtain Rush Ribbon 10 Times
	Conquest Dog Tag	Obtain Conquest Ribbon 10 Times
	Team Deathmatch Dog Tag	Obtain Team Deathmatch Ribbon 10 Times
	Squad Rush Dog Tag	Obtain Squad Rush Ribbon 10 Times
	Squad Deathmatch Dog Tag	Obtain Squad Deathmatch Ribbon 10 Times
	Flag Attacker Dog Tag	Obtain Flag Attacker Ribbon 10 Times
	Flag Defender Dog Tag	Obtain Flag Defender Ribbon 10 Times

	Resupply Dog Tag	Obtain Resupply Efficiency Ribbon 10 Times
	Maintenance Dog Tag	Obtain Maintenance Efficiency Ribbon 10 Times
	Medical Dog Tag	Obtain Medical Efficiency Ribbon 10 Times
	Surveillance Dog Tag	Obtain Surveillance Efficiency Ribbon 10 Times
	Private First Class Dog Tag	Reach rank Private First Class
	Private First Class 1 Star Dog Tag	Reach rank Private First Class 1 Star
	Private First Class 2 Star Dog Tag	Reach rank Private First Class 2 Star
	Private First Class 3 Star Dog Tag	Reach rank Private First Class 3 Star
	Lance Corporal Dog Tag	Reach rank Lance Corporal
	Corporal 1 Star Dog Tag	Reach rank Corporal 1 Star
	Corporal 2 Star Dog Tag	Reach rank Corporal 2 Star
	Corporal 3 Star Dog Tag	Reach rank Corporal 3 Star
	Sergeant Dog Tag	Reach rank Sergeant
	Sergeant 1 Star Dog Tag	Reach rank Sergeant 1 Star
	Sergeant 2 Star Dog Tag	Reach rank Sergeant 2 Star
	Sergeant 3 Star Dog Tag	Reach rank Sergeant 3 Star
	Staff Sergeant Dog Tag	Reach rank Staff Sergeant
	Staff Sergeant 1 Star Dog Tag	Reach rank Staff Sergeant 1 Star

	Staff Sergeant 2 Star Dog Tag	Reach rank Staff Sergeant 2 Star
	Gunnery Sergeant Dog Tag	Reach rank Gunnery Sergeant
	Gunnery Sergeant 1 Star Dog Tag	Reach rank Gunnery Sergeant 1 Star
	Gunnery Sergeant 2 Star Dog Tag	Reach rank Gunnery Sergeant 2 Star
	Master Sergeant Dog Tag	Reach rank Master Sergeant
	Master Sergeant 1 Star Dog Tag	Reach rank Master Sergeant 1 Star
	Master Sergeant 2 Star Dog Tag	Reach rank Master Sergeant 2 Star
	First Sergeant Dog Tag	Reach rank First Sergeant
	First Sergeant 1 Star Dog Tag	Reach rank First Sergeant 1 Star
	First Sergeant 2 Star Dog Tag	Reach rank First Sergeant 2 Star
	Master Gunnery Sergeant Dog Tag	Reach rank Master Gunnery Sergeant
	Master Gunnery Sergeant 1 Star Dog Tag	Reach rank Master Gunnery Sergeant 1 Star
	Master Gunnery Sergeant 2 Star Dog Tag	Reach rank Master Gunnery Sergeant 2 Star
	Sergeant Major Dog Tag	Reach rank Sergeant Major
	Sergeant Major 1 Star Dog Tag	Reach rank Sergeant Major 1 Star
	Sergeant Major 2 Star Dog Tag	Reach rank Sergeant Major 2 Star
	Warrant Officer One Dog Tag	Reach rank Warrant Officer One
	Chief Warrant Officer Two Dog Tag	Reach rank Chief Warrant Officer Two

	Chief Warrant Officer Three Dog Tag	Reach rank Chief Warrant Officer Three
	Chief Warrant Officer Four Dog Tag	Reach rank Chief Warrant Officer Four
	Chief Warrant Officer Five Dog Tag	Reach rank Chief Warrant Officer Five
	Second Lieutenant Dog Tag	Reach rank Second Lieutenant
	First Lientenant Dog Tag	Reach rank First Lientenant
	Captain Dog Tag	Reach rank Captain
	Major Dog Tag	Reach rank Major
	Lieutenant Colonel Dog Tag	Reach rank Lieutenant Colonel
	Assault Dog Tag	Obtain Assault Service Star 1
	Engineer Dog Tag	Obtain Engineer Service Star 1
	Support Dog Tag	Obtain Support Service Star 1
	Recon Dog Tag	Obtain Recon Service Star 1
	DICE Dog Tag	The wearer of this tag contributed to making this game
	Co-op Dog Tag	Obtain Co-op Service Star 1
	M16 Proficiency Dog Tag	Obtain M16 Service Star 1
	AK-74M Proficiency Dog Tag	Obtain AK-74M Service Star 1
	40MMGL Proficiency Dog Tag	Obtain 40MMGL Service Star 1
	AEK-971 Proficiency Dog Tag	Obtain AEK-971 Service Star 1

	AN-94 Proficiency Dog Tag	Obtain AN-94 Service Star 1
	KH2000 Proficiency Dog Tag	Obtain KH2000 Service Star 1
	M416 Proficiency Dog Tag	Obtain M416 Service Star 1
	Mortar Dog Tag	Obtain M224 Mortar Medal
	F2000 Proficiency Dog Tag	Obtain F2000 Service Star 1
	G3A3 Proficiency Dog Tag	Obtain G3A3 Service Star 1
	M4A1 Proficiency Dog Tag	Obtain M4A1 Service Star 1
	AKS-74u Proficiency Dog Tag	Obtain AKS-74u Service Star 1
	SMAW Proficiency Dog Tag	Obtain SMAW Service Star 1
	RPG-7V2 Proficiency Dog Tag	Obtain RPG-7V2 Service Star 1
	G36c Proficiency Dog Tag	Obtain G36c Service Star 1
	SCAR-H CQB Proficiency Dog Tag	Obtain SCAR-H CQB Service Star 1
	FGM-148 JAV Proficiency Dog Tag	Obtain FGM-148 JAV Service Star 1
	FIM-92 Stinger AA Proficiency Dog Tag	Obtain FIM-92 Stinger AA Service Star 1
	SA18 IGLA AA Proficiency Dog Tag	Obtain SA18 IGLA AA Service Star 1
	M15 AT Mines Proficiency Dog Tag	Obtain M15 AT Mines Service Star 1
	SG553 Proficiency Dog Tag	Obtain SG553 Service Star 1
	M27 IAR Proficiency Dog Tag	Obtain M27 IAR Service Star 1

	RPK-74M Proficiency Dog Tag	Obtain RPK-74M Service Star 1
	M240B LMG Proficiency Dog Tag	Obtain M240B LMG Service Star 1
	M249 Proficiency Dog Tag	Obtain M249 Service Star 1
	M60E4 Proficiency Dog Tag	Obtain M60E4 Service Star 1
	PKP Pecheneg Proficiency Dog Tag	Obtain PKP Pecheneg Service Star 1
	Type 88 LMG Proficiency Dog Tag	Obtain Type 88 LMG Service Star 1
	MK11 Mod 0 Proficiency Dog Tag	Obtain MK11 Mod 0 Service Star 1
	SVD Proficiency Dog Tag	Obtain SVD Service Star 1
	SKS Proficiency Dog Tag	Obtain SKS Service Star 1
	SV98 Proficiency Dog Tag	Obtain SV98 Service Star 1
	M98B Proficiency Dog Tag	Obtain M98B Service Star 1
	M40A5 Proficiency Dog Tag	Obtain M40A5 Service Star 1
	MUAV Proficiency Dog Tag	Obtain MUAV Service Star 1
	C4 Expl Proficiency Dog Tag	Obtain C4 Expl Service Star 1
	Laser Rangefinder Proficiency Dog Tag	Obtain Laser Rangefinder Service Star 1
	M18 Claymore Proficiency Dog Tag	Obtain M18 Claymore Service Star 1
	M39 MBR Proficiency Dog Tag	Obtain M39 MBR Service Star 1
	M98B Proficiency Dog Tag	Obtain M98B Service Star 1

	MP443 Proficiency Dog Tag	Obtain MP443 Service Star 1
	G18 Proficiency Dog Tag	Obtain G18 Service Star 1
	.44 Magnum Proficiency Dog Tag	Obtain .44 Magnum Service Star 1
	G17C Proficiency Dog Tag	Obtain G17C Service Star 1
	M9 Suppressed Proficiency Dog Tag	Obtain M9 Suppressed Service Star 1
	MP443 Suppressed Proficiency Dog Tag	Obtain MP443 Suppressed Service Star 1
	M1911 Proficiency Dog Tag	Obtain M1911 Service Star 1
	93R Proficiency Dog Tag	Obtain 93R Service Star 1
	MP412 REX Proficiency Dog Tag	Obtain MP412 REX Service Star 1
	PDW-R Proficiency Dog Tag	Obtain PDW-R Service Star 1
	PP-2000 Proficiency Dog Tag	Obtain PP-2000 Service Star 1
	UMP-45 Proficiency Dog Tag	Obtain UMP-45 Service Star 1
	P90 Proficiency Dog Tag	Obtain P90 Service Star 1
	MP7 Proficiency Dog Tag	Obtain MP7 Service Star 1
	870MCS Proficiency Dog Tag	Obtain 870MCS Service Star 1
	DAO-12 Proficiency Dog Tag	Obtain DAO-12 Service Star 1
	M1014 Proficiency Dog Tag	Obtain M1014 Service Star 1
	USAS-12 Proficiency Dog Tag	Obtain USAS-12 Service Star 1

	SAIGA 12K Proficiency Dog Tag	Obtain SAIGA 12K Service Star 1
	Main Battle Tank Proficiency Dog Tag	Obtain Main Battle Tank Service Star 1
	Infantry Fighting Vehicle Proficiency Dog Tag	Obtain Infantry Fighting Vehicle Service Star 1
	AA Vehicle Proficiency Dog Tag	Obtain AA Vehicle Service Star 1
	Attack Helicopter Proficiency Dog Tag	Obtain Attack Helicopter Service Star 1
	Scout Helicopter Proficiency Dog Tag	Obtain Scout Helicopter Service Star 1
	Jet Pilot Proficiency Dog Tag	Obtain Jet Pilot Service Star 1
	Assault Rifle Dog Tag	Obtain Assault Rifle Ribbon 10 Times
	AS-Val Proficiency Dog Tag	Obtain AS-Val Service Star 1

Basic Dog Tags (*Back to Karkand* Exclusive)

Dog Tag	Name	Criteria
	FAMAS Dog Tag	Complete the Best Friend Forever assignment
	L85A2 Dog Tag	Complete the Professional Russian assignment
	HK53 Dog Tag	Complete the Fixing It assignment
	QBZ-95B Dog Tag	Complete the It Goes Boom! assignment
	QBB-95 Dog Tag	Complete the Let It Rain assignment
	MG36 Dog Tag	Complete the Keep Your Head Down assignment
	QBU-88 Dog Tag	Complete the Spec Ops assignment
	L96 Dog Tag	Complete the Creeping Death assignment

	PP-19 Dog Tag	Complete the Familiar Territory assignment
	MK 3A1 Dog Tag	Complete the Scarred Veteran assignment

Advanced Dog Tags

Dog Tag	Name	Criteria
	Carbine Mastery Dog Tag	Obtain Carbine Medal 1 time
	Light Machine Gun Mastery Dog Tag	Obtain Light Machine Gun Medal 1 time
	Sniper Rifle Mastery Dog Tag	Obtain Sniper Rifle Medal 1 time
	Handgun Mastery Dog Tag	Obtain Handgun Medal 1 time
	Shotgun Mastery Dog Tag	Obtain Shotgun Medal 1 time
	PDW Mastery Dog Tag	Obtain PDW Medal 1 time
	Melee Mastery Dog Tag	Obtain Melee Medal 1 time
	Anti Vehicle Dog Tag	Obtain Anti Vehicle Medal 1 time
	Accuracy Dog Tag	Obtain Accuracy Medal 1 time
	Avenger Dog Tag	Obtain Avenger Medal 1 time
	Savior Dog Tag	Obtain Savior Medal 1 time
	Nemesis Dog Tag	Obtain Nemesis Medal 1 time
	Suppression Dog Tag	Obtain Suppression Medal 1 time
	MVP Dog Tag	Obtain MVP Medal 1 time
	2nd MVP Dog Tag	Obtain 2nd MVP Medal 1 time
	3rd MVP Dog Tag	Obtain 3rd MVP Medal 1 time

	Ace Squad Dog Tag	Obtain Ace Squad Medal 1 time
	Combat Efficiency Dog Tag	Obtain Combat Efficiency Medal 1 time
	Transport Warfare Dog Tag	Obtain Transport Warfare Medal 1 time
	Armor Warfare Dog Tag	Obtain Armor Warfare Medal 1 time
	Air Warfare Dog Tag	Obtain Air Warfare Medal 1 time
	Stationary Dog Tag	Obtain Stationary Medal 1 time
	M-Com Attacker Dog Tag	Obtain M-Com Attacker Medal 1 time
	M-Com Defender Dog Tag	Obtain M-Com Defender Medal 1 time
	Rush Dog Tag	Obtain Rush Medal 1 time
	Conquest Dog Tag	Obtain Conquest Medal 1 time
	Team Deathmatch Dog Tag	Obtain Team Deathmatch Medal 1 time
	Squad Rush Dog Tag	Obtain Squad Rush Medal 1 time
	Squad Deathmatch Dog Tag	Obtain Squad Deathmatch Medal 1 time
	Flag Attacker Dog Tag	Obtain Flag Attacker Medal 1 time
	Flag Defender Dog Tag	Obtain Flag Defender Medal 1 time
	Resupply Dog Tag	Obtain Resupply Medal 1 time
	Maintenance Dog Tag	Obtain Maintenance Medal 1 time
	Medical Dog Tag	Obtain Medical Medal 1 time
	Surveillance Dog Tag	Obtain Surveillance Medal 5 times
	M224 Mortar Proficiency Dog Tag	Obtain Mortar Medal 1 time

	Laser Designator Dog Tag	Obtain Laser Designator Medal 5 times
	M18 Claymore Dog Tag	Obtain M18 Claymore Medal 1 time
	Radio Beacon Dog Tag	Obtain Radio Beacon Medal 1 time
	US Service Dog Tag	Obtain US Service Medal
	RU Army Service Dog Tag	Obtain RU Army Service Medal
	Assault Service Dog Tag	Obtain Assault Service Medal 1 time
	Engineer Service Dog Tag	Obtain Engineer Service Medal 1 time
	Support Service Dog Tag	Obtain Support Service Medal 1 time
	Recon Service Dog Tag	Obtain Recon Service Medal 1 time
	Tank Service Dog Tag	Obtain Tank Service Medal 1 time
	Helicopter Service Dog Tag	Obtain Helicopter Service Medal 1 time
	Jet Service Dog Tag	Obtain Jet Service Medal 1 time
	Stationary Service Dog Tag	Obtain Stationary Service Medal 1 time
	Second Lieutenant Dog Tag	Reach rank Second Lieutenant
	First Lieutenant Dog Tag	Reach rank First Lieutenant
	Captain Dog Tag	Reach rank Captain
	Major Dog Tag	Reach rank Major
	Lieutenant Colonel Dog Tag	Reach rank Lieutenant Colonel
	Colonel Dog Tag	Reach rank Colonel

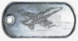
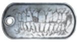
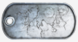
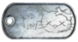
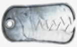
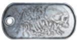
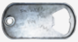
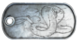
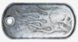
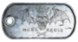
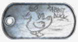
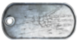
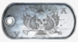
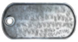
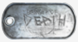
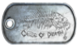
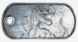
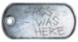
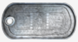
	Colonel Service Star 5 Dog Tag	Obtain Colonel Service Star 5
	Colonel Service Star 10 Dog Tag	Obtain Colonel Service Star 10
	Colonel Service Star 25 Dog Tag	Obtain Colonel Service Star 25
	Colonel Service Star 50 Dog Tag	Obtain Colonel Service Star 50
	Colonel Service Star 100 Dog Tag	Obtain Colonel Service Star 100
	Assault Service Star 5 Dog Tag	Obtain Assault Service Star 5
	Assault Service Star 10 Dog Tag	Obtain Assault Service Star 10
	Assault Service Star 25 Dog Tag	Obtain Assault Service Star 25
	Assault Service Star 50 Dog Tag	Obtain Assault Service Star 50
	Assault Service Star 100 Dog Tag	Obtain Assault Service Star 100
	Engineer Service Star 5 Dog Tag	Obtain Engineer Service Star 5
	Engineer Service Star 10 Dog Tag	Obtain Engineer Service Star 10
	Engineer Service Star 25 Dog Tag	Obtain Engineer Service Star 25
	Engineer Service Star 50 Dog Tag	Obtain Engineer Service Star 50
	Engineer Service Star 100 Dog Tag	Obtain Engineer Service Star 100
	Support Service Star 5 Dog Tag	Obtain Support Service Star 5
	Support Service Star 10 Dog Tag	Obtain Support Service Star 10
	Support Service Star 25 Dog Tag	Obtain Support Service Star 25
	Support Service Star 50 Dog Tag	Obtain Support Service Star 50
	Support Service Star 100 Dog Tag	Obtain Support Service Star 100

	Recon Service Star 5 Dog Tag	Obtain Recon Service Star 5
	Recon Service Star 10 Dog Tag	Obtain Recon Service Star 10
	Recon Service Star 25 Dog Tag	Obtain Recon Service Star 25
	Recon Service Star 50 Dog Tag	Obtain Recon Service Star 50
	Recon Service Star 100 Dog Tag	Obtain Recon Service Star 100
	Tank Service Star 5 Dog Tag	Obtain Tank Service Star 5
	Tank Service Star 10 Dog Tag	Obtain Tank Service Star 10
	Tank Service Star 25 Dog Tag	Obtain Tank Service Star 25
	Tank Service Star 50 Dog Tag	Obtain Tank Service Star 50
	Tank Service Star 100 Dog Tag	Obtain Tank Service Star 100
	Co-op Service Star 5 Dog Tag	Obtain Co-op Service Star 5
	Co-op Service Star 10 Dog Tag	Obtain Co-op Service Star 10
	Co-op Service Star 25 Dog Tag	Obtain Co-op Service Star 25
	Co-op Service Star 50 Dog Tag	Obtain Co-op Service Star 50
	M16 Master Dog Tag	Obtain M16 Service Star 5
	AK-74M Master Dog Tag	Obtain AK-74M Service Star 5
	40MMGL Master Dog Tag	Obtain 40MMGL Service Star 5
	AEK-971 Master Dog Tag	Obtain AEK-971 Service Star 5
	AN-94 Master Dog Tag	Obtain AN-94 Service Star 5

	KH2000 Master Dog Tag	Obtain KH2000 Service Star 5
	M416 Master Dog Tag	Obtain M416 Service Star 5
	M224 Mortar Master Dog Tag	Obtain M224 Mortar Medal
	F2000 Master Dog Tag	Obtain F2000 Service Star 5
	G3A3 Master Dog Tag	Obtain G3A3 Service Star 5
	M4A1 Master Dog Tag	Obtain M4A1 Service Star 5
	AKS-74u Master Dog Tag	Obtain AKS-74u Service Star 5
	SMAW Master Dog Tag	Obtain SMAW Service Star 5
	RPG-7V2 Master Dog Tag	Obtain RPG-7V2 Service Star 5
	G36c Master Dog Tag	Obtain G36c Service Star 5
	SCAR-H CQB Master Dog Tag	Obtain SCAR-H CQB Service Star 5
	FGM-148 JAV Master Dog Tag	Obtain FGM-148 JAV Service Star 5
	FIM-92 Stinger AA Master Dog Tag	Obtain FIM-92 Stinger AA Service Star 5
	SA18 IGLA AA Master Dog Tag	Obtain SA18 IGLA AA Service Star 5
	M15 AT Mines Master Dog Tag	Obtain M15 AT Mines Service Star 5
	SG553 Master Dog Tag	Obtain SG553 Service Star 5
	M27 IAR Master Dog Tag	Obtain M27 IAR Service Star 5
	RPK-74M Master Dog Tag	Obtain RPK-74M Service Star 5
	M240B LMG Master Dog Tag	Obtain M240B LMG Service Star 5
	M249 Master Dog Tag	Obtain M249 Service Star 5

	M60E4 Master Dog Tag	Obtain M60E4 Service Star 5
	PKP Pecheneg Master Dog Tag	Obtain PKP Pecheneg Service Star 5
	Type 88 LMG Master Dog Tag	Obtain Type 88 LMG Service Star 5
	MK11 Mod 0 Master Dog Tag	Obtain MK11 Mod 0 Service Star 5
	SVD Master Dog Tag	Obtain SVD Service Star 5
	SKS Master Dog Tag	Obtain SKS Service Star 5
	SV98 Master Dog Tag	Obtain SV98 Service Star 5
	M98B Master Dog Tag	Obtain M98B Service Star 5
	M40A5 Master Dog Tag	Obtain M40A5 Service Star 5
	MAV Master Dog Tag	Obtain Surveillance Medal
	C4 Expl Master Dog Tag	Obtain C4 Expl Service Star 5
	Laser Rangefinder Master Dog Tag	Obtain Laser Designator Medal
	M18 Claymore Master Dog Tag	Obtain M18 Claymore Service Star 5
	M39 MBR Master Dog Tag	Obtain M39 MBR Service Star 5
	MP443 Master Dog Tag	Obtain MP443 Service Star 5
	G18 Master Dog Tag	Obtain G18 Service Star 5
	.44 Magnum Master Dog Tag	Obtain .44 Magnum Service Star 5
	G17C Master Dog Tag	Obtain G17C Service Star 5
	M9 Suppressed Master Dog Tag	Obtain M9 Suppressed Service Star 5
	MP443 Suppressed Master Dog Tag	Obtain MP443 Suppressed Service Star 5

	M9 Master Dog Tag	Obtain M9 Service Star 5
	M1911 Master Dog Tag	Obtain M1911 Service Star 5
	93R Master Dog Tag	Obtain 93R Service Star 5
	MP412 REX Master Dog Tag	Obtain MP412 REX Service Star 5
	PDW-R Master Dog Tag	Obtain PDW-R Service Star 5
	PP-2000 Master Dog Tag	Obtain PP-2000 Service Star 5
	UMP-45 Master Dog Tag	Obtain UMP-45 Service Star 5
	P90 Master Dog Tag	Obtain P90 Service Star 5
	MP7 Master Dog Tag	Obtain MP7 Service Star 5
	870MCS Master Dog Tag	Obtain 870MCS Service Star 5
	DAO-12 Master Dog Tag	Obtain DAO-12 Service Star 5
	M1014 Master Dog Tag	Obtain M514 Service Star 5
	USAS-12 Master Dog Tag	Obtain USAS-12 Service Star 5
	SAIGA 12K Master Dog Tag	Obtain SAIGA 12K Service Star 5
	Main Battle Tank Mastery Dog Tag	Obtain Main Battle Tank Service Star 1
	Infantry Fighting Vehicle Mastery Dog Tag	Obtain Infantry Fighting Vehicle Service Star 1
	AA Vehicle Mastery Dog Tag	Obtain AA Vehicle Service Star 1
	Attack Helicopter Mastery Dog Tag	Obtain Attack Helicopter Service Star 1
	Scout Helicopter Mastery Dog Tag	Obtain Scout Helicopter Service Star 1

	Jet Pilot Mastery Dog Tag	Obtain Jet Pilot Service Star 1
	Alienware Teeth Dog Tag	Provided exclusively by Alienware
	6 Wolf Moon Dog Tag	Dr. Pepper promotional offer
	Bye Kitty Dog Tag	Dr. Pepper promotional offer
	Roar Dog Tag	Dr. Pepper promotional offer
	Pile o Bones Dog Tag	Dr. Pepper promotional offer
	Opener Dog Tag	Dr. Pepper promotional offer
	Had to be Snakes Dog Tag	Provided exclusively by Act of Valor
	Flaming Skull Dog Tag	Provided exclusively by Act of Valor
	Metal Dog Tag	Provided exclusively by Act of Valor
	Rabbit Duck Dog Tag	Provided exclusively by Act of Valor
	Death's Hand Dog Tag	Provided exclusively by Act of Valor
	Ace of Spades Dog Tag	Obtained by purchasing the Dog tag DLC package
	...and Counting Dog Tag	Obtained by purchasing the Dog tag DLC package
	Bringer of Death Dog Tag	Obtained by purchasing the Dog tag DLC package
	Cause of Death Dog Tag	Obtained by purchasing the Dog tag DLC package
	More Dinosaurs Dog Tag	Obtained by purchasing the Dog tag DLC package
	Haggard Dog Tag	Obtained by purchasing the Dog tag DLC package
	Mayan Dog Tag	Obtained by purchasing the Dog tag DLC package

	Yarrr Dog Tag	Obtained by purchasing the Dog tag DLC package
	Edgy Dog Tag	Obtained by purchasing the Dog tag DLC package
	Todo Dog Tag	Obtained by purchasing the Dog tag DLC package
	Need for Speed - The Run Dog Tag	From Need 4 Speed - The Run
	Battlefield Play4Free Dog Tag	From the Play4Free remake of the classic BF2
	N7 Dog Tag	A gift from the Mass Effect 3 development team
	Mass Effect 3 Dog Tag	A gift from the Mass Effect 3 development team
	Dice Dev Team Dog Tag	The wearer of this tag contributed to making this game
	Battlefield 1943 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield 2142 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Bad Company Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Bad Company 2 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield 2 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Vietnam Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Tournament Winner Dog Tag	Win an official tournament
	Tournament Runner Up Dog Tag	Be runner up in an official tournament
	Tournament 3rd Place Dog Tag	Be third place in an official tournament
	Assault Rifle Mastery Dog Tag	Obtain Assault Rifle Medal 5 times
	Attack Helicopter Service Star 5 Dog Tag	Obtain Attack Helicopter Service Star 5

	Attack Helicopter Service Star 10 Dog Tag	Obtain Attack Helicopter Service Star 10
	Attack Helicopter Service Star 25 Dog Tag	Obtain Attack Helicopter Service Star 25
	Attack Helicopter Service Star 50 Dog Tag	Obtain Attack Helicopter Service Star 50
	Attack Helicopter Service Star 100 Dog Tag	Obtain Attack Helicopter Service Star 100
	Scout Heli Service Star 5 Dog Tag	Obtain Scout Heli Service Star 5
	Scout Heli Service Star 10 Dog Tag	Obtain Scout Heli Service Star 10
	Scout Heli Service Star 25 Dog Tag	Obtain Scout Heli Service Star 25
	Scout Heli Service Star 50 Dog Tag	Obtain Scout Heli Service Star 50
	Scout Heli Service Star 100 Dog Tag	Obtain Scout Heli Service Star 100
	IFV Service Star 5 Dog Tag	Obtain IFV Service Star 5
	IFV Service Star 10 Dog Tag	Obtain IFV Service Star 10
	IFV Service Star 25 Dog Tag	Obtain IFV Service Star 25
	IFV Service Star 50 Dog Tag	Obtain IFV Service Star 50
	IFV Service Star 100 Dog Tag	Obtain IFV Service Star 100
	Jet Service Star 5 Dog Tag	Obtain Jet Service Star 5
	Jet Service Star 10 Dog Tag	Obtain Jet Service Star 10
	Jet Service Star 25 Dog Tag	Obtain Jet Service Star 25
	Jet Service Star 50 Dog Tag	Obtain Jet Service Star 50

	Jet Service Star 100 Dog Tag	Obtain Jet Service Star 100
	AA Service Star 5 Dog Tag	Obtain AA Service Star 5
	AA Service Star 10 Dog Tag	Obtain AA Service Star 10
	AA Service Star 25 Dog Tag	Obtain AA Service Star 25
	AA Service Star 50 Dog Tag	Obtain AA Service Star 50
	AA Service Star 100 Dog Tag	Obtain AA Service Star 100
	AS-Val Mastery Dog Tag	Obtain AS-Val Service Star 10
	Razer Serpent Dog Tag	Equip your Battlefield 3 soldier with this Razer Serpent Dog Tag provided exclusively by Razer

Advanced Dog Tags (*Back to Karkand* exclusive)

Dog Tag	Name	Criteria
	One Man Army	Purchase the *Back to Karkand* Expansion Pack
	Mine	Purchase the *Back to Karkand* Expansion Pack
	Diving Dolphin	Purchase the *Back to Karkand* Expansion Pack
	Noob Punisher	Purchase the *Back to Karkand* Expansion Pack
	Battle Vet	Purchase the *Back to Karkand* Expansion Pack
	FAMAS Master Dog Tag	Obtain FAMAS Service Star 5
	L85A2 Master Dog Tag	Obtain L85A2 Service Star 5
	HK53 Master Dog Tag	Obtain HK53 Service Star 5
	QBZ-95B Master Dog Tag	Obtain QBZ-95B Service Star 5

	QBB-95 Master Dog Tag	Obtain QBB-95 Service Star 5
	MG36 Master Dog Tag	Obtain MG36 Sevice Star 5
	QBU-88 Master Dog Tag	Obtain QBU-88 Service Star 5
	L96 Master Dog Tag	Obtain L96 Service Star 5
	PP-19 Master Dog Tag	Obtain PP-19 Service Star 5
	MK3A1 Master Dog Tag	Obtain MK3A1 Service Star 5

Achievements/Trophies

CAMPAIGN

Image	Name	Description	Gamerscore	Trophy
	FlashForward	Completed Semper Fidelis	10	**Bronze**
	Shock Troop	Survived the quake	15	**Bronze**
	Rad Loot	Found the nuke	20	**Bronze**
	SacreBOOM!	Failed to prevent the attack	20	**Bronze**
	Wanted: Dead or Alive	Captured Al Bashir	20	**Bronze**
	No Escape	Captured Kaffarov	30	**Bronze**
	Not on my watch	Protected Chaffin from the soldiers in the street in Operation Swordbreaker	25	**Bronze**
	Roadkill	Kicked the car and killed the soldiers in Uprising	20	**Bronze**
	Involuntary Euthanasia	Killed the 2 soldiers before the building fell on them in Uprising	25	**Bronze**
	You can be my wingman anytime	Completed Going Hunting in a perfect run	30	**Bronze**

The Professional	Completed the street chase in All Russian in under 2 minutes 30 seconds without dying	30	**Bronze**
Scrap Metal	Destroyed 6 enemy tanks before reaching the fort in Thunder Run	25	**Bronze**
Army of Darkness	Shot out the 4 lights in 4 bullets in Night Shift	30	**Bronze**
Twofor	Took down 2 enemies in 1 bullet in Night Shift	15	**Bronze**
What the hell *are* you?	Took a russian Dog Tag in the forest ambush on Rock And A Hard Place	20	**Bronze**
Float like a butterfly...	Took down the jet in one attempt in Rock And A Hard Place	25	**Bronze**
Practice makes perfect	Headshot each of the targets in the gun range in Kaffarov	15	**Bronze**
Between a rock and a hard place	Beat Soloman, flawlessly, in The Great Destroyer	15	**Bronze**
Third Tour	Completed the campaign story on Hard	20	**Bronze**
Gunslinger	Get 10 kills with all 10 Back to Karkand weapons		**Bronze**
Jaws	Take a swim in the pool at the Oman hotel		**Bronze**
Ooh-rah!	Completed the campaign story	30	**Silver**
Complete Warrior	Get a kill with the following weapons in a single life: assault rifle, jet, tank	30	**Silver**
Like a Boss	Get a roadkill with the Skid Loader	30	**Silver**
Semper Fidelis	Completed the campaign story on Hard	50	**Gold**

CO-OP

Image	Name	Description	Gamerscore	Trophy
	Push On	Reached the garage without going into man-down state in Hit and Run	20	**Bronze**
	In the nick of time	Disarmed the bomb in under 20 seconds in The Eleventh Hour	20	**Bronze**
	Car Lover	Completed the mission without losing a humvee in Operation Exodus	20	**Bronze**
	Untouchable	Completed the mission without using the fire extinguisher in Fire From The Sky	20	**Bronze**
	Bullseye	Saved the hostages without alerting any enemies in Drop 'em Like Liquid	20	**Bronze**
	Ninjas	Reached the VIP without setting off the alarm in Exfiltration	20	**Bronze**
	Lock 'n' Load	Unlocked all unique co-op weapons	30	**Silver**
	Two-rah!	Completed all co-op missions	30	**Silver**
	Army of Two	Completed all co-op missions on Hard	50	**Gold**

MULTIPLAYER

Image	Name	Description	Gamerscore	Trophy
	Vehicle Warfare	Recieved all 3 vehicle warfare ribbons	30	**Bronze**
	Support Efficiency	Recieved all 4 support efficiency ribbons	30	**Bronze**
	Infantry Efficiency	Recieved all 4 weapon efficiency ribbons	30	**Bronze**
	Decorated	Received one of each ribbon we have in the game	50	**Gold**
	M.I.A	Took your first enemy dogtag	20	**Bronze**
	It's better than nothing!	3rd MVP in a ranked match	30	**Silver**

	1st Loser	2nd MVP in a ranked match	30	**Silver**
	Most Valuable Player	MVP in a ranked match	30	**Silver**
	Colonel	Rank 45 achieved!	50	**Gold**

PLAYSTATION EXCLUSIVE

Image	Name	Description	Gamerscore	Trophy
	Platinum Trophy	Collect all other Battlefield Trophies	N/A	**Platinum**